

Mattia Nelli

17/03/1980

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CURRICULUM VITAE

Work experience

April 2008-August 2009

- Junior Artist at Streamline Studios BV www.streamline-studios.com
- I worked on Terminator Salvation (Xbox 360, PS3), [Hoopworld](#) (WiiWare), and other undisclosed titles

November 2006-February 2008

- 3D artist in Kallideas S.p.A. Creation and animation of 3D realistic characters

January-March 2006

- Maya artist in Frame FX, Milano. Modeling, Rigging and Animation for a pilot episode for a 3D animated TV series

April-October 2006

- Photoshop coloring of French comic books for Les Humanoides Associes and Delcourt

June-October 2005

- Photoshop coloring of French comic books for Les Humanoides Associes
- Children illustrated books for De Agostini
- Illustration and storyboard for advertising with Mauro Bergonzoli

Skills

- concept art and illustration, digital and traditional media
- lowpoly and highpoly modeling and texturing, next gen assets creation
- digital sculpting
- 3D keyframe animation
- knowledge of lighting and mental ray shading networks
- knowledge of rigging

Software

- Autodesk Maya
- Autodesk 3ds Max
- Adobe Photoshop
- Pixologic ZBrush
- Corel Painter
- 3D Coat
- Autodesk Mudbox
- Maxon BodyPaint3D

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Education

November-December 2005

- BigRock, Alias authorized training center, Verona
Alias Maya Foundation www.bigrock.it

2002-2005

- Scuola del Fumetto - School of Comic, Milan
A fulltime three years complete art course of comic and illustration drawing and coloring

1994-1999

- Liceo Artistico Caravaggio - High School of Art, Milan

Other

- Drummer of Psychonoesis, instrumental post-jazz-rock quintet. Release of the albums "Psychonoesis" 2001 Rock Revelation and "Superflualismo" 2005 Vinyl Magic www.psychonoesis.com