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09123, Cagliari (Italy)

PORTFOLIO, PROFILE, WEBSITE.

Cliccable Links:



SOFTWARES SKILLS

- . Blender
- . Autodesk Maya
- . ZBrush
- . Substance 3D Painter
- . Marmoset Toolbag
- . Marvelous Designer
- . Character Creator 4
- . Rizom UV
- . TopoGun
- . Adobe Photoshop

GAME ENGINES

- . Unity 3D
- . Unreal Engine

LANGUAGES

- . English

Upper intermediate
(B2)
- . Italian native

EDUCATION

Bachelor of Arts: *Virtual Design*

EUROPEAN INSTITUTE of DESIGN (IED), Milan (Italy)

GAMES

Cliccable Links:



JACOPO FILO

3D Artist

PROFILE

Experienced 3D Artist with a passion for videogame development and with a focus on character modeling.

Skilled in most used 3d softwares and game engines (Unity, Unreal) with deep understanding of the full game-ready character pipeline (high-poly to low-poly, retopology, UVs, texturing, engine integration). Strong artistic sense with ability to interpret and faithfully translate 2D concept art into 3D models.

Collaborative and proactive team player with great attention to detail and comfortable working in a cross-disciplinary environment.

TECHNICAL SKILLS

- | | | |
|----------------|------------------------|-----------------|
| . 3D Sculpting | . Lighting | . Retopology |
| . 3D Modeling | . Rendering | . Organic |
| . Texturing | . Game engine workflow | . Hard surfaces |
| . UV mapping | . Assets optimization | . Skinning |

PROFESSIONAL EXPERIENCE

Freelance 3D Generalist

SJM TECHS.r.l. - Cagliari (Italy)

February 2020 - Current

- Worked on accurate reconstruction of archaeological sites based on 3D scans
- Modeled and textured 8 toon style characters based on client concept drawings for a cultural mobile app
- Iterated on projects based on feedback
- Collaborated on projects design and gamification
- Modeled, textured buildings and props for a range of projects to in-game use
- Created realistic high visual quality environments
- Optimized assets for real-time 3D app for mobiles and Pc devices
- Worked with the team to develop the app for the delivery to the clients

Indie Game Developer

January 2019 - October 2019

- Self-Developed a 2D mobile top down shooter game using BuildBox for iOS and Play Store
- Created all 2D graphic assets using Photoshop
- Worked on all aspects of the game

Freelance 3D Generalist

Independent studio - Cagliari (Italy)

June 2017 - October 2018

- Modeled and textured all props and environment using Maya for an escape room videogame in VR
- Set up lighting scene in Unreal Engine 4
- Collaborated on game development and user experience
- Optimized all 3d assets for integration in Unreal Engine 4
- Created high quality realistic props and environment

Co-Founder Indie Game Studio

White Milk Games S.n.c. - Milano (Italy)

January 2013 - June 2016

- Used Unity3D software to develop game mobile app
- Created a fast-paced arcade fighter mobile game for iOS and Play Store
- Animated the 2D graphic assets using Unity animation system
- Integrated graphic user interface
- Worked with the team to the game design document
- Balanced and tuned the game
- Cooperated with Publisher: Kongregate (Gamestop Corp.)

3D Artist

Nabla Design - Bresso (Italy)

September 2010 - June 2012

- Modeled, textured and lightened interior design assets for a furniture catalog
- High fidelity reproduction of 3d environment for design assets photoshoot
- Created photo realistic rendered image using Mental ray in Maya
- Post production and color corrected rendered images in Photoshop