

Gian Mario Ortu

Surfacing Artist

personal informations

FIRST NAME: Gian Mario

LAST NAME: Ortu

GENDER: Male

NATIONALITY: Italian, exempt from military service

DATE OF BIRTH: March 1, 1983

PLACE OF BIRTH: Alghero (SS), Italy

MOTHER LANGUAGE: Italian

OTHER SPOKEN LANGUAGE: Good knowledge of the English language

MARITAL STATE: Unmarried

PHONE: +39 329 5683545 / +44 7506 840456

E-MAIL: gianmario.ortu@gmail.com

CURRENT ADDRESS: via Giulio Cesare Cordara n°36, 00179 Rome, Italy

Available for interview at any time.

Ready to transfer from Rome with a notice period of three weeks

experience

APRIL 2009 – PRESENT (5 months)

Texturing and LookDev supervisor @ Non Solo Cartoons Entertainment

Working on the 3D animated Movie "Orlando"

JUNE 2009 (1 month)

Texture artist and Lookdev @ Valfrutta: TV Spot

Modeling, Texturing, Shading, Lighting of full CG fruits over a live action hand. Spot name: "PuraFrutta Frullata"

DECEMBER 2007/OCTOBER 2008 (11 months)

Project leader and 3D Generalist @ Studio Leonori

Project leader and 3D generalist for the creation of a video to start a call for tenders for the restoration project of the General Hospital *Policlinico Umberto Primo*, Rome. Coordinator of a team of three modelers, and seven texture artists

MARCH 2007/JUNE 2007 (4 months)

Texture Artist and Lighter @ Rainbow CGI s.r.l.

Texture Artist and Lighter on the 3D animated movie "*Winx Club: The Secret Of The Lost Kingdom*"

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education

JULY 2008

Summer course in Academic Figure Drawing at the American School
Florence Academy of Art, Florence

OCTOBER 2007

Bachelor's Degree in Industrial Design, course of "*Visual communication
Multimedia and Interaction design*" with the result of 110/110 cum
laude, at the University of Rome *La Sapienza*

2002 - 2003

1st year in Information Engineering in the University of Rome *Tor
Vergata*, then transferred to industrial Design

2001

Diploma as Specialized Industrial Technical Director in electrical
engineering and automation

CG skills

Great attention to details, and their relationship as a whole, constant
interest to learn new things, ability to change workflow and adapt to
various situation, very comfortable to work in a team

USED SOFTWARES: Autodesk Alias Maya, Autodesk 3d Studio Max, Mental
Images Mental Ray, ChaosGroup Vray, Pixologic Zbrush, Autodesk Mudbox,
Maxon Body Paint 3D, Adobe AfterEffects, Adobe Photoshop, Adobe
Illustrator

OPERATING SYSTEMS: Microsoft Windows, Linux and Mac OS

interests & targets

Teaching computer graphics, human anatomy, theories and principles of
vision, colours and perception, psychology, cognitive sciences, natural
sciences, design and multimedia, cinema, music