



# Emanuele Lozza

## RESUMÉ

### > Contacts

Name	Emanuele Lozza
Address	2, Via Montello, 33040, Visco (Udine), Italy 84, Via Angelko Inganni, 20147, Milan, Italy
Cell	+39 340 8420795
Skype	emanuele.lozza
E-mail	info@emanuelelozza.com
Web	www.emanuelelozza.com

### > Personal informations

Birthday	April, 12 <sup>th</sup> 1985
Place of birth	Palmanova (Udine), Italy
Nationality	Italian
Gender	Male

### > Work experience

2015 - today	<p>3D animator at Milestone, Milano, Italia. <i>3D animator for videogames . Keyframe character animations for cutscenes and technical character animations for movements especially drivers and riders. Use acquisition systems and kinematic motion capture. Cleaning and refining animations taken from Mocap. References search and creativity in the ideation of animations. Creation of animation placeholders and idles. Excellent communication's skills with the art department, game designers and riggers. Understanding and evaluation of the timing of tasks and types of animations.</i></p>
2012 - today	<p>Freelancer in the computer graphics area. <i>Creation of videos with animation, motion graphics and video presentations, following all the steps of production, from concept to the final editing, through all phases of work di video con animazioni, motion graphics</i></p>
2014	<p>Designer and 3D printer employee at Idea Prototipi, Basigliano, Italy. <i>Creation and production of technical and artistic 3D models for 3D printing. Using software for interfacing with the machines. Use, setup and maintenance of FDM printers and chalk dust, printers; post-processes. Coordination and management of the team. Development of graphics, video and side projects.</i></p>
2010 - 12	<p>Teacher of film courses (especially animation) at Cultural Association CinemaZero, Pordenone, Italy. <i>Preparation of material for presentation to students according to an approved study plan. Teaching students through a systematic plan of lectures, discussions, audio-visual presentations, and workshops for what concerns the practical field. Assignment and correction of homework. Preparation and evaluation of the tests. Assessment of progress and determination of the individual needs of students. Participation in staff meetings, conferences and training workshops for teachers.</i></p>

2009 - 12

Technical audio/video assigned to digitizing, editing and restoration of 8mm and S8 film for Cultural Association "CinemaZero" of Pordenone (Italy).

*Setting, preparation, and management of audio and video during recording. Editing of recorded material. Preparation and management of the recording. Use of electronic equipment to generate program titles, credits, subtitles, graphic backgrounds or animations for television programs. May supervise and coordinate the work of other technicians. Registration, restoration and conversion of digital material on film or magnetic tape. Layout with relative graphic inserts of brochures and magazines. Writing articles, reviews, text communication.*

> **Projects**

**VIDEOGAMES**

2018	- Supercross 2 (Milestone)	3D Animator
	- Ride 3 (Milestone)	3D Animator
	- MotoGP18 (Milestone)	3D Animator
	- MXGP Pro (Milestone)	3D Animator
	- Gravel (Milestone)	3D Animator
	- Supercross (Milestone)	3D Animator
2017	- MXGP3 (Milestone)	3D Animator
	- MotoGP17 (Milestone)	3D Animator
2016	- Ride 2 - (Milestone)	3D Animator
	- Valentino Rossi The Game - (Milestone)	3D Animator
	- Ducati 90 <sup>th</sup> Anniversary	Junior 3D Animator
	- MXGP2 - (Milestone)	Junior 3D Animator
	- Sebastian Loeb Rally EVO - (Milestone), 2016	Junior 3D Animator
2015	- MotoGP15 - (Milestone), 2015	Credited in the acknowledgments

**VIDEOS**

2013	- FlowerHeart
------	---------------

> **Informatic knowledge**

OS	- Windows - Apple OsX	3D Softwares	- Maya - MotionBuilder - Cinema 4D - 3D Studio Max - Blender - Mudbox - Match Mover - ZBrush - 3D Coat - Mervelous Designer - Mesh Lab	Adobe CS	- After Effects - Photoshop - Illustrator - Indesign
Manegement	- Perforce			Editing	- Premiere Pro - Final Cut
Other	- ECDL - MS Office - Apple Works			Web Design	- Dreamweaver - HTML
		3D Engine	- Unreal Engine 4		

> **Foreign languages**

- Italian (Native speaking)
- English (Very good)
- French (Basic)
- Spanish(Basic)

## > Education

- 2014 ENAIP - Pasion di prato (UD), Italy  
Specializing training course in Autodesk 3D Studio Max.
- 2012 ENAIP - Pasion di prato (UD), Italy  
Specializing training course in Maxon Cinema 4D.
- 2011 Big Rock Training Center - Roncade (TV), Italy  
Master in Computer Graphic.  
*International Certificate Autodesk Maya Foundation*
- 2010 IPC "L. Luzzati" - Mestre (VE), Italy  
Specializing training course in Stereography and Stereoscopy.
- 2010 University of Padua- Padua, Italy  
*2<sup>nd</sup> cycle (Master-level) degree course in Theatre, Film, Television and Media.*  
*[110/110 cum Laude]*
- 2008 University of Padua - Padua, Italy  
*1<sup>st</sup> cycle degree course in Visual and performing Arts (Movies).*  
*[106/110]*
- 2004 ITIS "A. Malignani 2000" – Cervignano del Friuli (UD), Italy  
Technical Industrial High School. Electronics and Telecommunications  
*[81/100]*

## > Other knowledge

- Photography and filming with video cameras and SLR Professional and semi- professional.
- Editing audio/video.
- Photo editing.

Available for work missions and available to relocate.

*I authorize the use of personal data contained in my curriculum vitae in accordance with Law 675/96.*

