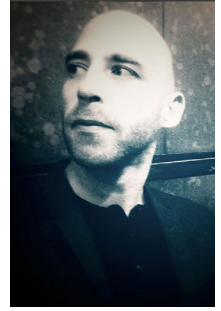


Emanuele Lozza

CHARACTER ANIMATOR



> Contacts

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> Software

3D Software
- Maya
- MotionBuilder
- Cinema 4D
- 3D Studio Max
- Blender
- Mudbox
- Match Mover
- Mervelous Designer

3D Engine
- Unreal Engine 4

Adobe CS
- After Effects
- Photoshop
- Illustrator
- Indesign

Editing
- Premiere Pro
- Final Cut

> Languages

- Italian (Mother tongue)
- English (Excellent)
- French (Basic)

> Other

- Sports:
(Running, Soccer,
Beach Volley, Yoga)
- Photography
- Video and Editing

> Skills

Over 5 years experience work on animations for a lot of AAA gaming product, in race game world leader developer' Milestone.

Good communication and collaboration with art director and game designers and programmers to define the animation style and workflows pipeline, respecting and valuing technical constraints and scheduling, to anticipate the in-game look of and push up the quality.

Focused on details, multitasking attitude, with a good problem solving mentality. Capacity of anticipating bugs, finding effective solutions for fix issues, for achieve goals with a good management of time. Patient and able to concentrate for long periods.

Good knowledge of the technical aspects of rigging and skinning characters for animation and basic scripting skills.

Cinematographic background knowledge, such as camera movement, animation layout, editing and storytelling...

Strong time management skills to reach project deadlines/milestones, trying to anticipate the production works times to prevent bug or change request.

Ability to adapt to change, flexibility, open-mindedness, work well under pressure and stick to strict deadlines without compromising on the production quality.

Self-motivation, good communication skills, and a great team-player attitude, be able to take direction from Senior Animators and Production Managers. Adhere to the process and guidelines.

> Work experience

3D Animator Milestone 2015 - today
Working with key-frame and especially with motion capture shots (animation suggestions for actors and directors in recording sessions, polish and enhancement) to animation to bring characters to life. Work primarily with Animation Supervisor, Leads and creative team to choose, pre-visualize and create convincing animations of character, maintaining continuity and consistent performance. Create (and help other animators create) properly formatted animation data. Support the Lead Animator in providing feedback, and mentored to junior members of staff, participate in reviews of the work of the animation team, with positive attitude, to dole out constructive criticism in a way that's easy to receive. Interact with the programmers' department to develop compelling gameplay and cinematic animation systems (tools and pipelines) for the engine, valuing the technical limits and pass it over. Creating smart documentation to teach the use of it to the team.

Freelancer in computer graphic area 2012 - 2015
Successfully completed several freelance animation and motion graphics jobs with a strong customer satisfaction rate. Worked to create a recognizable style desired by clients. Review final delivery of product prior to delivery, ensuring a high quality product has been produced and client requests have been implemented properly.

3D Printer Designer IdeaPrototipi 2014
Co-supervisor and coordination of the team. Creation and management of all the pipeline of the 3D printing area, from the creation of the design of technical and artistic 3D models, to the production. Use, setup and maintenance of FDM and chalk dust printers. Developer of 3d printer color software.

Movie teacher CinemaZero 2010 - 12
Creation and teaching of film lessons, with specialization in animation, in schools. Management and coordination of training courses for teachers. Creativity coordinator for audio-visual presentations of workshops and events.

Technical audiovideo CinemaZero 2009 - 12
Digitization, editing and restoration of audiovisual material in film. Layout of brochures and magazines. Writing articles, reviews and communication texts.

> Education

Master in Computer Graphic and Animation BigRock (TV) 2011
Specializing training course in Stereography 2010
Master degree course in Movies and Media University of Padua 2010