



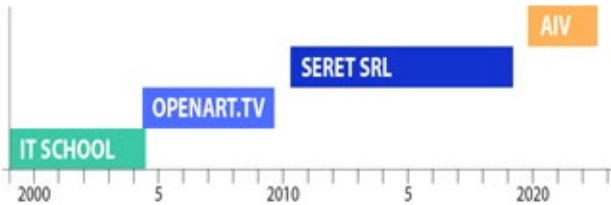
DANIELE CONCA

3D ARTIST

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My professional life goal is to obtain a self-sufficient and leadership position, to be able to positively influence as many people as possible and consequently the company in which I work, through my skills, knowledge and my positivity.
This will also allow me to create a virtuous circle through personal happiness.

PROFESSIONAL EXPERIENCE



OCT2019-AUG2022 **ACCADEMIA ITALIANA VIDEOGIOCHI**
 APR2010-MAR2019 VICE BRANCH MANAGER , SYSTEM ADMIN
 MAY2004-AUG2009 **PROJ MANAGER, GRAPHIC DESIGNER**
 SEP1999-JUN2004 IT CHIEF TECHNICIAN

PROFICIENCIES

- 3D ARTIST
- SYSTEM ADMINISTRATOR
- PROJECT MANAGER
- GRAPHIC DESIGNER
- IT CHIEF TECHNICIAN
- MANPOWER

SKILLS-I

- TEXTURING
- UV MAPPING
- SCULPTING
- COMPOSING
- MODELING
- RIGGING

SKILLS-II

- CHARACTERS
- ASSETS
- FOLIAGE
- CREATURES
- LANDSCAPES
- GROOMING

WORK APTITUDE

- CREATIVITY
- MENTAL AGILITY
- VERSATILITY
- WILLINGNESS
- CONCENTRATION ABILITY
- DYNAMISM

YEARS SOFTWARES KNOWLEDGE

- 4+ ZBRUSH
- 4+ SUBSTANCE PAINTER
- 5+ MAYA
- 20+ ADOBE PHOTOSHOP
- 2+ MARVELOUS DESIGNER
- 2+ UNREAL

LANGUAGES

- ITALIAN C2
- ENGLISH C1
- FRENCH
- FINNISH

BENEFITS

- COFFEES PER DAY
- MAINTENANCE COSTS
- ECONOMIC PROFIT
- INVOLUNTARY KRATOS LIKENESS

AFTER HOURS

- ROLE GAMES
- MUSIC
- SPORTS
- PHOTOGRAPHY
- VIDEOGAMES
- VIDEOGRAPHY
- ARTS
- HEALTHY LIFESTYLE
- HANDICRAFT
- ROLLERBLADING
- CONCRETS
- PHOTO EDITING
- SING

I am a creative and dynamic person, with strong willingness, longing to demonstrate my value and my skills, always excited to learn, able to work in a group, but also to manage my own tasks and projects.

I have a great passion for visual aesthetics and arts and an innate predisposition to problem solving.

ZBrush Anatomy & Design Course 2023

By Raf Grassetti

ZBrush Character Sculpting Course 2023

By J Hill

Accademia Italiana Videogiochi 2019-2022

3D Graphic Designer

Learned the best softwares for **sculpting, modeling, texturing**, rendering or making environments for the videogames industry, including Maya (and XGen for hair grooming), zBrush, Marmoset, Unreal Engine, Substance Designer, Painter, Sampler, Marvelous Designer and Speed Tree.

Mastered the difference between **stylized** and **realistic designs** for hard surface and organic. Participation in different projects with the scholastic community.

Awarded for **Best Composition Design** in 2020 and **Best Villain Character** in 2021, in a scholar challenge between branches. In 2022 there has been no challenge, but the goal was to **complete** an accessorized medieval **character**, owning the importance of a **work-ready** product for the videogames industry and with an appropriate processing chain nomenclature. Class spokesperson.

Seret S.p.A.2010 - Seret Art in Technology S.r.l.2019

Scanner operator, System Administrator and vice Branch Manager

System Administrator, hardware and software technician.

Supervisor of the processing chain.

Coordination of the **foreign team** activities.

Scanning management of medical recipes, acquisition software management maintenance, cleaning and calibration of optical parts -Kodak and Panasonic.

Management of acquisition and processing images for digital consultation.

OCR correction (Data Entry) of data acquired automatically from a reading software.

Processing private data in Access database and MySql queries.

Management of pallets storage in warehouse and information related packaging and controls on the amount and forwarding.

OpenArt.tv 2004-2009

Co Owner, Project Manager and Graphic Designer

Design and implementation of graphics projects and promotional material for advertising, flyers, brochure, business cards and coordinated graphics.

Design and **graphics creations** for promotional gadgets.

Design and creation of brands and market planning for restaurants, agencies of public relations, motor races teams, clubs, pubs and more.

Mastered the most common **graphic softwares** as the Adobe Creative Suite and most of the Office Package.

Realization of 3D polystyrene structures.

I.T. Institute E.Torricelli 1999-2004

IT Chieftechnician diploma

Applied mathematics olympics National finalist for the year 2004.

Video editor and project partner for the project Union Camere 2003.

