

Giorgio Lorenzetti

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Summary

Highly organized individual, efficient at managing the progress and completion of assets and projects in management positions. Enthusiastic about working in group settings and productive when working alone. Experience in Hard Surface and Organic textures, for Environments, props and Characters.

Experience

Digital Domain 3.0

Texture Artist, Contracted

Montreal, QC- April 2021 - Current

Senior Texture Painter for characters and props, as well as environment.

Scanline VFX

Senior Texture and Lookdev Artist, Contracted

Montreal, QC- November 2019 - April 2021

Senior Texture Painter for characters and props, as well as environment.

- Moonfall
- The Nevers
- Shang-Chi and the Ten Rings
- Free Guy

Mill Film

Lead Texture Artist, Contracted

Montreal, QC- May 2019 - October 2019

Lead Texture Painter responsible for managing team and tasks, as well as working on hero environments

- BIOS
- Cats

Mill Film

Key Texture Artist, Contracted

Montreal, QC- January 2019 - May 2019

Senior Texture Painter for characters and props, as well as environment.

- Cats
- Maleficent 2: Mistress of Evil

Framestore

Texture Artist, Contracted

London, UK- May 2017 - December 2018

Texture painter for various assets, Characters and Creatures.

- His Dark Materials: Season 1
- Pokemon: Detective Pikachu
- Mary Poppins Returns
- Disney's Christopher Robin
- Mowgli
- Thor: Ragnarok

Digital Domain 3.0
Texture Artist, Contracted

Vancouver, BC- October 2016 - May 2017

Texture painter for various assets, Characters and Creatures.

Shows

- Power Rangers
- Spiderman: Homecoming

Rainmaker Entertainment
Junior Lighting Artist, Contracted

Vancouver, BC- April 2016 - September 2016

Responsible for Lighting and compositing of shots.

Shows

- Bob The Builder, Season 2
- Bob The Builder and the Megamachines, The Movie

Graphic Designer, Contracted

Rome, Italy - 2012-2014

Responsible for designing a complete branding package including flyers, posters, brochures and logos.

Accomplishments

- 40th Anniversary of Istituto Superiore per le Industrie Artistiche (ISIA Roma); Co-directed creation of exhibit booth
- Roberta Rossi Spa; Rebranded image of the company to increase sales.
- Studio Amati; Designed graphic content for presentations.

Education

Think Tank Training Centre

North Vancouver, BC - 2015-2016

Computer Animation, Visual effects, Game design - Diploma

ISIA Roma (Istituto Superior per le Industrie Artistiche)

Rome, Italy - 2011-2014

Industrial and Graphic Design Bachelor Diploma

Skills

- Languages: English, Italian
- Windows, Mac, Linux
- Maya, Mari, Substance Painter, Mightybake, Nuke, Zbrush, Adobe Suite, Renderman, Mudbox, Marvelous, Uvlayout, Keyshot, Cinema4D, Rhinoceros,
- Very knowledgable with Vray.
- Very good communication skills.
- Some experience with python.

References

Available upon request