



Francesco Furneri

MONDOVÌ, 12084, ITALIA

Details

Corso Alpi 60 / A,
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DATE / PLACE OF BIRTH

1984-05-20
Mondovì

NATIONALITY

Italian

DRIVING LICENSE

Full

Social Profiles

[Artstation Profile](#)

[LinkedIn Profile](#)

[Personal Website](#)

Skills

3D modeling

3D texturing

3D rendering

3D animation

3D rigging

Coding and Scripting

Languages

English

Hobbies

Music

Profile

As a highly skilled professional with more than ten years of experience developing and executing a wide variety of successful 3D design projects, I am positioned to make a significant impact as 3D Artist.

My background includes modeling, texturing and rendering creative projects and services from the start through completion.

Furthermore I hold a Degree of Master of Science in Computer Animation at the University of Kent (UK) and a Bachelor Degree in Virtual Reality and Multimedia.

Highlights of my experience include:

High proficiency in a breadth of technology programs and tools such as Autodesk Maya and Pixologic Zbrush

Strong knowledge of 3D Modeling, 3D Sculpting, UV Layout, Retopology, Lighting and Rendering

Strong knowledge of 3D Texturing especially oriented to PBR, with the latest professional software by Allegorithmic (e.g Substance Painter)

Multiannual practice as 3D generalist / props modeler

Strong enthusiasm, motivation and passion for 3D Art and Computer Graphics

With my keen ability to evolve and complete 3D projects, I am prepared to excel in providing outstanding service.

Employment History

3D Artist at Motion Design Company, Los Angeles

[July 2017 – Present](#)

In this company based in Los Angeles, I produce high quality 3D models working with Autodesk Maya and Pixologic Zbrush.

I work remotely but in direct contact with Mr James Stevens, who commissions 3D art content week by week that needs to be delivered by a precise deadline.

Customer ref: <http://www.jamesstevens.com/>

3D Artist - Freelance Job

[January 2015 – Present](#)

I produce high quality 3D models for customers all around the world.

I've recently collaborated with San Francisco Bay Studios (California) for 3D asset creation, low poly modeling for games, texturing, UV mapping and rendering.

SOME 3D RELATED JOBS:

San Francisco Bay Studios (California) . Website <https://www.infinitypbr.com/> -
Specific job duties:

- High Poly Modeling

- Low Poly Modeling for games
- Zbrush Sculpting
- Uv Mapping
- Maps (Tangent Space Normal Map, World Space Normal Map, AO, etc..)
- Blendshape creation for Unity

3D Artist & Full Stack Developer at Inode S.r.l., Cuneo (IT)

[February 2014](#) – [Present](#)

Services

- 3D modeling
- 3D rendering
- Virtual Tours

3D Artist, Technical Artist & Game Developer at Lastrego e Testa Multimedia, Torino (IT)

[November 2011](#) – [December 2013](#)

3D Artist: modeling, texturing and rendering 3D environments and 3D characters

Technical Artist: importing 3D assets in Unity Game Engine, optimizing game performance

Game Developer: implementing character movement, environment set up, game mechanics

Web Developer at Inode s.r.l, Cuneo (It)

[March 2010](#) – [September 2010](#)

Web developer using PHP script language

Software Developer at Blue Reply, Torino (IT)

[September 2009](#) – [March 2010](#)

RIA Programmer

Education

Master of Science in 3D Computer Animation, University of Kent, Canterbury (UK)

[September 2010](#) – [September 2011](#)

Subjects

- Organic 3D modeling and hard Surface modeling
- Previsualization
- Action in Animation
- Acting in Animation
- Visual training
- Group Projects
- Final dissertation

Master's degree in 3D, Virtual Reality and Multimedia, University of Turin, Torino (IT)

[September 2006](#) – [September 2009](#)

Bachelor's degree in Computer Science, University of Turin, Torino (IT)
[September 2003](#) – [September 2006](#)

References

Mr James Stevens from Motion Design Company
james@jamesstevens.com

Mr David Vespie from Motion Design Company
david@davidvespie.com

Mr Francesco Testa from Lastrego e testa Multimedia
info@lastregoetesta.com | [+39 0118990233](tel:+390118990233)

Mr Marco Mocellini from Inode S.r.l.
staff@inode.it