



Personal Info.

Name: Eduardo Bartali
Website: <http://ww.netkingz.com>
E-mail: edub4r7@gmail.com
Nationality: Italian
City: Florence
Gender: Male | **Birth Date:** 12 August 1987

UTILITY LINK:

<http://www.netkingz.com>
<https://www.artstation.com/netkingz>

DESIRED OCCUPATION:

3D GENERALIST - DEVELOPER

What am I looking for?

I am looking for a workplace where I can increase my knowledge and skills and learn new concepts with the final aim of increasing and integrating my cultural and social baggage. A job where I can be surrounded by competent people in a family environment and friendship. A workplace where to develop ideas and implement them.

Work Experience

September 2015 - September 2018	DNArt Srl - 3D Generalist / Developer (work) VR , AR , environment modeling, characters modeling, texturing , rigging, animation. I worked principally as 3D Generalist but also as Application Developer.
Jenuary 2015 - June 2015	Unity developer - programmer (collaboration) indie game developer , GUI code , writing and code optimization
2011 - December 2014	Web-Designer & Web-Master (work) - Freelancer Web application , plu-in , web-template and web-site. Web developer and Community manager.
August 2009 - 2010	TheUniverse - Alba (PIE) (collaboration) - Freelancer Web-Master , web-designer , Community Manager

Personal Skills

3Ds MAX

Level:

85

Modelling: High-poly and Low-poly modelling,
Hard-surface modelling
Materials , Lighting , UVs , Rigging , Animation ,
Photorealism.

Maya

Level:

70

Modelling: High-poly and Low-poly modelling,
Hard-surface modelling
Materials , Lighting , UVs , Rigging , Animation.

ZBrush

Level:

80

Modelling: High-poly and Low-poly modelling,
Hard-surface modelling

Photoshop

Level:

85

Texturing, Concept-art and illustration.

Unity3D

Level:

75

I worked with Unity to develop web-application game,
indie games, VR and AR. I worked as programmer with
unity C#. I made a Third Person Shooting game and a
First Person Experience demo game.

Unreal

Level:

65

I studed to improve my skills , until now i develop with
BluePrint code and materials and assets implementation.
Experience with VR and AR.

Substance
Painter

Level:

65

Texturing and Bake maps.

**I also worked
with:**

Luxology Modo , Adobe inDesign , Adobe After Effects, Adobe Premiere,
HTML5 & CSS3 , Php and MySQL , xNormal.
Base knowlege: C , C++ .

Organizational and Management skills:

Accuracy and logic. Experience in the management and organization of development groups and projects. Great ability to work in a group. Problem solving, predisposition to lateral and creative thinking and search for solutions.

Other languages:

English

Franch

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
B2	B2	B1	B2	B1
A2	A2	A2	A2	A2

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

Other skills:

Good drawing skills both artistic and industrial and structural design

Driving license:

A - B

Education and Training

2006-2013

Graduation in Architecture - Visual Design
University of Florence

Courses:

- Phisic I and Descriptive Geometry
- Comunication Design I, II , III
- Graphic Design I , II
- Vector Geometry and Mathematical analysis
- Ergonomics, Sociology and Psychology

November 2014- July 2015

Unity3D & CSharp - Comics Shool of Turin , Event Horizon
Course of professional specialization in Unity3D and C#

July 2013 - August 2013

Training: Esimple - Arezzo
University internship. Unity3D and Augmented Reality

2012 - 2013

3D Graphic - Nemo Academy
Course of professional specialization in 3D Graphic.

2010 - 2011

Web Programmer - MagisterLine
Course of professional specialization in web-programmer

2009 - 2010

Web Design - Comics Shool of Florence
Course of professional specialization in web-design

2001 - 2006

Artistic maturity - Architecture Specialization
High school Leon Battista Alberti - Florence
Course of Architecture
Advanced Course of AutoCAD 2d and 3D
Artistic Draw , Mathematic , Phisic , Italian