



EDUARDO BARTALI

3D CHARACTER ARTIST - 3D ARTIST



ABOUT ME

I'm a very **passionate** 3D Artist, specialized in character design and sculpting, with **8 years** of experience. I aim for constant improvement of my skills, I have a **strong spirit** of learning something new and **challenging** every day. I **love** movie, videogames and art because they told some **stories**.

PERSONAL INFO

Name Eduardo Bartali
Birthday 12st August 1987
Nationality Italian
Languages ITA, ENG, ESP

CONTACT

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REFERENCES

Available on request.

LINKS

www.netkingz.com
www.artstation.com/netkingz
www.linkedin.com/in/eduardobartali/

HOBBIES

drawing , books and comics ,
movies , videogames, dencing and
social hobbies .

WORK EXPERIENCE

Today

Jan.
2018

Freelancer (work)

Main role: 3D Character Artist
Secondary roles: 3D Artist, 3D Generalist
Jr Tech-Artist



Oct.
2018

Sept.
2015

DNArt Srl - 3D Generalist / Developer

VR , AR , environment modeling, characters modeling, texturing, rigging, animations. I worked principally as 3D Generalist but also as Application Developer.

June
2015

Jan.
2015

Unity developer - programmer (collaboration)

indie game developer , GUI code , writing and code optimization.

Dec.
2014

August.
2009

Web-Designer & Web-Master (work)

Freelancer
Web application , plu-in , web-template and web-site. Web developer and Community manager.

EDUCATION

Graduation in Architecture - Visual Design

University of Florence

Unity3D & CSharp - Comics Shool of Turin Event Horizon

Couse of professional specialization in Unity3D and C#

3D Graphic - Nemo Academy

Couse of professional specialization in 3D Graphic.

SOFTWARE SKILLS



Real time engine

Knowledgeable

