

EDUARDO BARTALI

3D TECH-ARTIST 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 becaouse them told some stories.

PERSONAL INFO

Name Eduardo Bartali

Birthday 12st August 1987

Nationality Italian

Languages ITA, ENG, ESP

CONTACT

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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

Freelancer (work)

Main role: 3D Tech-Artist | 3D Character Artist Secondary roles: 3D Artist

- XMetaReal: advertising videos
- Project: Ferrari 269 TGB viewer 360°
- Project: Andy Warhol Movie 360°
- Project: Ferrari ROMA viewer 360°
- Powersoft advertising video

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 Unity developer - programmer (collaboration) 2015

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

LICENSES and CERTIFICATIONS



Today

lan.

2018

Oct.

2018

Sept.

2015

Jan. 2015

> **CGMasterAcademy - Character Creation** for Films-Cinematics

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























