

Curriculum Vitae

Personal details

Name Ciarrocchi Stefano
Date of Birth 16/3/1981
Nationality Italian
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Key skills

I'm working as professional in the CG field since 8 years, so I've gained specific experience in organic and hard surfaces modeling for realistic and cartoon characters, uv unwrapping and texturing. I'm also well suited in shading and rendering

Software experience

Blender - good knowledge - modelling, retopo, uv unwrap , shading, rendering;
Autodesk Maya - good knowledge - modeling, retopo, uv unwrap;
Autodesk 3DStudio Max - medium knowledge - modeling and rendering with V Ray;
Luxology Modo - good knowledge - modelling, retopo, uv unwrap , 3D texture painting, shading, rendering;
Pixologic Zbrush - medium knowledge - High resolution sculpting;
Adobe After Effects, Adobe Photoshop - Medium knowledge.

Work experience

06/2013 – today

3D generalist freelance:

- 3D modeling and animation for Jmotion, client [FenixGroup](#);
- 3D modeler for The Shift, client [Narhinel](#);
- 3D generalist (specialized in Blender) for FST Studio;
- Blender and 3D teacher for [Scuola Internazionale di Comics](#);
- 3D modeler for Fast Forward, client [Dolce & Gabbana](#);
- 3D modeler for [Pixable](#), client InnoGames;
- 3D modeler for [Clementoni](#);
- 3D modeler for The Shift, client [Gentilini](#);
- 3D modeler for Stranemani International;

- 3D modeler for miniatures for Limina Edizioni;
- 3D modeler for Matic Animation;
- 3D modeler for Design At Sketch;
- 3D Video for DVD Box “El Dante”;
- Motion Graphic video for [PhiloJotter website](#);

04/2011 – 06/2013

3D Modeler for hard and organic surfaces at U6Studio.

09/2010 - 04/2011

3D generalist freelance:

Character Modeling for 3D printing for the series Doctor Flop of Gessica Malagò;

([link](#))

3D modeling and animation for the augmented reality Christmas Greetings for Euro RSCG 4D Milan;

3D Videotutorial for the construction of home canopys for Royal Pat;

3D reconstruction of the old centre of the town of Grottammare;

06/2010-07/2010

Modeller at Toposodo srl for the promo of the TV series “Dunque?”

Using Luxology Modo I modeled and unwrapped the six main characters, and with XSI I prepared their main blendshapes.

04/2010 – 05/2010

Modeller at LCD srl for the promo of the TV series “Il ragazzo della via Gluck” produced by Sky and Adriano Celentano.

Using Maya I modeled character's blendshapes and clothes.

03/2009 - 09/2009

Prop Modeler and Set Dresser at Non Solo Cartoons (ex Dujass Film) on the feature film "Orlando";

Using Maya and based on the 2d design, I modeled and unwrap the props for the kitchen and the library, like stoves, chairs, fruits, books, columns, lamps....

06/2007 - 09/2008

Layout Artist at Toposodo S.r.L./ Fulmini & Leopardi ,

TV series" La Banda Volante " - 26 x 11' episodi;

and " Taratabong " - 26 x 6' episodis;

Using XSI I prepared the 3D layout for the animators, with basic animation of characters and props, camera settings and movement.

Education and qualifications

2000 – 2005

Bachelor's Degree in D.A.M.S., specialization Cinema, University of Bologna, (100/110)

Languages

Italian : mother tongue;:

English :

- Reading intermediate;
- Writing intermediate;
- Spoken interaction intermediate.

Additional informations

Please feel free to check my last models in the blog of my personal website :

<http://www.doc3d.it/blog.html>

My personal details can be processed into your data system