

Alessandro Severini

Character Animator

Contact

Name	Alessandro Severini
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Education

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| 2013-2015 | Advanced Character Animation Training - iAnimate
(online animation program www.ianimate.net) <ul style="list-style-type: none">• Introduction To Feature Quality Animation with Bill Tessier• Body Mechanics with Jason Anastas• Advanced Body Mechanics And Pantomime Acting with Michael Kiely• Close Up Facial Acting And Lip Sync with Bill Tessier• Full Body Acting with Tal Shwarzman• Sequence Work with Ken Fountain• Polishing with Ted Ty |
| 2013 | Animation masterclass Pixar with Ricky Nierva, Production Designer Pixar and Andrew Gordon
Directing Animator Pixar (Rome, Italy) |
| 2013 | Lighting For Feature Animation with Ken Sullivan, Lighting TD at Pixar - TDU Technical Director
University
(online lighting program www.td-u.com) |
| 2013 | Classical Drawing Diploma - The Animation Workshop - The Drawing Academy, Classical Drawing Course Department
(Viborg, Denmark, www.animwork.dk) |
| 2012 | Master course in Computer Graphics and Autodesk Maya Intensive course, Autodesk Authorized Training Center Bigrock
(Treviso, Italy, www.bigrock.it)

Certificates Achieved: <ul style="list-style-type: none">• Master Computer Graphics, Maya Foundation• Rigging And Character Animation |
| 2011 | Bachelor's Degree in Architectural Science - UNICAM Università degli Studi di Camerino, Italy
(Camerino, Italy www.unicam.it) |

Skills

software	animation, all around 3d package	Autodesk Maya Autodesk 3ds Max
	sculpting, painting	Autodesk Mudbox
	sketching, painting	Autodesk Sketchbook Photoshop
	rendering, shading	Nvidia Mental Ray Chaos Group Vray
	compositing	Adobe After Effect
traditional drawing		Pencil Ink & Pen Charcoal Tempera Paint Spray Can Paint
operating system		OS X Linux (Debian, Red Hat, OpenSuse) Windows
language		Italian - Mother Tongue English - Fluent

Professional Experience

2017\18

44 Cats, produced by Rainbow CGI, Rome, Italy

Animated cartoon series 44 Cats, produced by Rainbow CGI and Bardel Studio

Role:

- Character Animator
- Layout Artist

2016

Stan Lee's Kids Universe, produced by Playing Forward Studio, New York

Dex T-Rex (and others currently undisclosed) – iOS Games In Augmented Reality Series. Cinematic\In-Game Animations for a series of Games in Augmented Reality, based on Stan Lee's Kids Universe Books and Graphic Novels

Role:

- Character animator

2015

Jingliks: "Sport is best friend of Bedokur", produced by Open Media Alliance, Moscow, Russian Federation

Animated cartoon series Jingliks, Directed by Anton Vereschagin

Role:

- Character animator

2014

Poutnik (Pilgrim), Short movie, written and directed by Keith Lango, Litomysl, Czech Republic

Short movie written and directed by Keith Lango (Valve corporation, z46 Films, LLC, kLango Animation Studio, LLC) produced by Marek Tousek and David Tousek (Anomalia Lab)

Role:

- Character animator

2014

Teknodino, Diaframma srl, Italy

Advertisement

Role:

- Character animator

2012

Slum Club, Independent Stop-motion short film, Viborg, Denmark

Independent Stop-motion short film, done in Viborg, Denmark

Role:

- Character animator

2011

PaddleBot / Boring, Bigrock s.r.l, Treviso, Italy

Final Thesis project, done at BigRock www.bigrock.it, Autodesk Authorized Training Center in Treviso, Italy

Role:

- Story Developer
- Storyboard Artist
- Character Designer (antagonist character only)
- Character Modeler (antagonist character only)
- Shading & Texture Artist (antagonist character only)
- Additional Animation

2011

Digital Projects Becomes Real, H-Farm, Treviso Italy

Advertisement competition launched by H-Farm www.h-farmventures.com

Role:

- Story Developer
- 2d Animator
- Compositing