PERSONAL INFORMATION

Davide Di Giannantonio Potente

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Sex Male | Date of birth 30/06/1982 | Nationality Italian

WORK EXPERIENCE

From January 2021

TD & Tools developer (full-time offsite)
Blur Studio
▪ Shading and texturing pipeline, research & development

Business or sector Video game industry

**From November 2020
to December 2020**

Hardsurface Artist
NVIDIA
▪ Creating assets for OMNIVERSE platform

Business or sector Video game industry

From January 2017

Hard-surface Artist (full-time offsite)
Blur Studio
▪ Modeling, texturing and shading of hard surface assets

Business or sector Video game industry

From September 2014

Freelance 3D Artist

▪ Create 3D contents for real-time applications, game cinematics, VFX

Business or sector Digital creativity, virtual reality and 3D services

From February 2014

3D Supervisor
Illogic S.r.l. - The creativity Lab
▪ Supervision of 3D computer graphics projects
▪ Software development for 3D and virtual reality suites
▪ Project concepting & management

Business or sector Digital creativity, virtual reality and 3D services

**From December 2014
to March 2015**

Texture Artist
Liquid Development
▪ Texturing in-game assets (vehicles) in a PBR pipeline for World of Tanks (XBox One)

Business or sector Video game industry

2014	**Vehicle and Prop Artist**

Blur Studio

▪ Modeling, texturing and shading of vehicles and props for Halo 2 Anniversary cinematics.

Business or sector Video game industry

From January 2013 to February 2014	**3D Supervisor**

Virtual Reality & Multimedia Park S.p.A.

▪ Supervision of 3D computer graphics content creation
▪ Software development for 3D and virtual reality suites
▪ Project estimation, planning and management

Business or sector Digital creativity, virtual reality and 3D services

From April 2009 to December 2012	**Art Lead - Tech Artist**

Virtual Reality & Multimedia Park S.p.A.

▪ Supervision of 3D computer graphics projects
▪ Art leading and management
▪ Software development for 3D and virtual reality suites
▪ Teaching CG courses (Maya Scripting, Real-time 3D)

Business or sector Digital creativity, virtual reality and 3D services

From September 2007 to January 2008	**Software Developer**

Politecnico di Torino – Dipartimento di Progettazione Architettonica e Design Industriale

▪ Research & Development focused on Artificial Intelligence (ontologies) applied to 3D architectural projects.

Business or sector Research

From november 2006 to March 2007	**Software Developer**

Virtual Reality & Multimedia Park S.p.A.

▪ Research & Development of 3D and virtual reality suites

Business or sector Digital creativity, virtual reality and 3D services

EDUCATION AND TRAINING

From 2001 to 2007	**Bachelor's degree in Information Technologies**	4

Università degli studi di Torino – Dipartimento di Informatica

▪ Software design and development
▪ Logics and Mathematics

From 1996 to 2001	**Certificate of Accountancy**	4

Istituto Tecnico Commerciale "F. A. Bonelli" di Cuneo

▪ Accountancy, Information technologies, Mathematics

PERSONAL SKILLS

Mother tongue(s)	Italian

Other language(s)	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	C2	C1	C1	B2
	Replace with name of language certificate. Enter level if known.				
Freench	B1	B2	B2	B2	B1
	Replace with name of language certificate. Enter level if known.				

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

Communication skills
▪ excellent communication skills gained through my experience in supervising and leading projects
▪ active listening, excellent empathy with different professional roles
▪ excellent presentation skills gained through my experience in creating project concepts, proposals and management

Organisational / managerial skills
▪ leadership (has been responsible for a different teams, up to ~8 people)
▪ strong self organisation to meet deadlines and objectives

Job-related skills
▪ Design, innovate and supervise 3D production pipelines
▪ Organize and coordinate teams to pursue deadlines and artistic goals. Anticipate and solve problems.
▪ Teach CG skills and train CG professionals

▪ Design and develop production pipelines, tools for 3D artists, shaders.
▪ Create 3D assets for real-time applications, cinematics and VFX. Specialized in hardsurface modeling, texturing & shading – vehicles, weapons, props, environments and characters.

Computer skills
▪ 3D Asset production tools: Maya, 3dsMax, Substance Painter and Designer, MARI, Zbrush, Photoshop

▪ Real-time 3D Engines: Unreal, Unity, OGRE, MESH
▪ Offline 3D Renderers: V-Ray, Octane

▪ Programming Languages: Python Mel C++ C# Java
▪ Shading Languages: Cg GLSL HLSL

▪ Revision Control Systems: Perforce, SVN, Git
▪ Programming IDEs: Visual Studio, Eclipse, Notepad++

Other skills
▪ Digital photography (timelapses, HDR), traditional drawing and painting, medieval music

Driving licence
▪ B

ADDITIONAL INFORMATION

Personal Publications	

- **Scout Unit 1**, image of the month, 3D Artist magazine 73, Image Publishing
- **Grenades,** featured artwork, official Quixel Suite gallery
- **Grenades**, featured artwork, RebusFarm 2.0 Revealed, 3Dtotal.com
- **Grenades**, featured artwork, Rendering In The Cloud With RebusFarm 2.0, CGSociety.org
- **Interceptors strike back**, featured artwork, RebusFarm 2.0 Revealed, 3Dtotal.com
- **Viking Sword**, featured artowork making-of, Octane.it

- **"MESH – Mise en scène Helper"**, V. Lombardo, F. Nunnari, D. Di Giannantonio, J. Landi, P. Armao, F. Confaloni, S.May - Virtual Reality & Multi Media Park Spa, Joint VR Conference of euroVR and EGVE, 2011, pp. 27–32
- **"Generating Urban Morphologies from Ontologies"**, L. Caneparo, M. Collo, D. Di Giannantonio, V. Lombardo, A. Montuori, S. Pensa, Conceptual Models for Urban Practitioners, Società Editrice Esculapio (ITA)

Projects

- **Undisclosed projects** - VFX - Offsite Artist - 2020/2021
- **Undisclosed projects** - Cinematics - Offsite Artist - 2020/2021
- **NVIDIA Omniverse GTC** – Jensen's Kitchen – Hardsurface Artist - 2021
- **Love, Death & Robots 2** - Netflix - Hardsurface Artist, Art Pipeline Dev - 2018
- **Terminator Dark Fate** - VFX - Hardsurface Artist
- **The Elder Scrolls Online Dark Heart of Skyrim** - Cinematics - Hardsurface Artist -2020
- **The Elder Scrolls Online Greymoor** - Cinematics - Hardsurface Artist - 2020
- **State of Decay 3** - Cinematics - Hardsurface Artist - 2020
- **League of Legends Warriors** - Cinematics - Hardsurface Artist - 2020
- **Call of Duty Modern Warfare** - Cinematics - Hardsurface Artist - 2020
- **The Elder Scrolls Online Elsweyr** - Cinematics - Hardsurface Artist - 2019
- **Love, Death & Robots** - Netflix - Hardsurface Artist, Art Pipeline Dev - 2018
- **The Elder Scrolls Online Elsweyr** - Cinematics - Hardsurface Artist - 2018
- **Honor of Kings** - Cinematics - Hardsurface Character Artist - 2017
- **The Elder Scrolls Online Morrowind** - Cinematics - 2017 - Hardsurface Artist
- **Middle Earth** - Shadow of War - Cinematics - Hardsurface Prop Artist -2017
- **Destiny 2** - Cinematics - Hardsurface Prop Artist -2017
- **Call of Duty** - Infinite Warfare - Cinematics - Hardsurface Prop Artist -2016
- **ATLAS Reactor** - Cinematics - Hardsurface/Character Artist - 2015
- **League of Gods** - VFX - Hardsurface Artist - 2016
- **Halo Wars 2** - Official E3 Trailer - Hardsurface Artist - 2015/2016
- **Lawbreakers** - Texture Artist - 2015/2016
- **World of Tanks XBox One** - In-game assets - Texture Artist - 2015
- **Halo 2 Anniversary** - Cinematics - Vehicle & Prop Artist - 2014

Older Projects:
- **WeMockup** – innovative VR solutions for design, automotive and industrial projects
- **VR-Star Rosneft** - interactive simulation of oil&gas plants for training scenarios - 3D Supervisor, Lead 3D Artist
- **VRMMP Pipeline** - a state-of-the-art production pipeline for 3D projects – Tech Leader
- **LavoroInteractive** - interactive 3D web job fair – Art Lead, Technical Leader
- **SMAT Acquedotto della Val di Susa** - unannounced campaign video - CG Supervisor
- **ScopriAlpi** - 3D video for the museum installation - CG Supervisor, Art Lead
- **Museo del Forte e delle Fortificazioni Alpin**e - Bard Fortress exhibition - CG Supervisor, Art Lead
- **Bertone ETR1000 Virtual Mockup** - interactive visualization - Tech Artist, 3D Supervisor
- **FraMESHift** – Interactive dance theatre work, Teatro A Corte festival - CG Supervisor, Art Lead
- **Turin Before the City** - Museo Torino installation - Production Designer, CG Supervisor, Env Artist
- **MESH (Mise-en-scène Helper)** - software platform for previsualization - Software Developer
- **Virtual TRM** - Turin incinerator interactive visualization for TRM - Tech Artist, 3D Supervisor
- **Fare gli Italiani** - Turin 150 Exhibit Previsualization Video - Tech Artist, CG Supervisor
- **Futuro Anteriore** - Turin 150 Exhibit Previsualization Video - Tech Artist, CG Supervisor
- **ATLAS** - Automatic Translation into Sign Language - Software Developer, Tech Artist

Conferences

- **MESH: an open source previsualization software** - View Conference 2011, Turin