



# Giuseppe Quattrone

## 3D Artist

### Personal Informations

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### Personal Summary

**3D spaghetti-eater artist** coming from **conventional art studies**. Very collaborative and proactive with many different interests, open minded, LGBTQ supporter. Searching for new adventures, new knowledge to get and to share, proved **fast learner**, also for those things apparently not concerning our working field.

**Knowledge of game development pipeline**, two AA titles shipped from the start to the end, collaborations in some other projects. Versatile skills in game development and not only; good artistic sense overview depending from the project

### Work Experience

- 2022 - Current 

#### One o One Games - 3D artist

Mainly environment artist, I work on the horror game "aftermath" in UE4-5, searching for new solutions to plan and **develop the game atmosphere as evocative and stunning as optimized**.

- 2019 - 2022 

#### Raceward (Nacon Italy) - Environment artist/vehicle

As environment artist, I **realized three entire tracks on my own**, from the start to the end, **completely inventing one of those**. I worked on "Kylotonn engine", a Nacon property game engine. Modeling, texturing, tuning, dressing splines/props, vertex paint were under my responsibility.

- 2018 - 2019 

#### Event Horizon - Maya, substance, Photoshop teacher

Teacher of three different classes; new experience to me, it was **really interesting find new ways to simplify the notions I knew for a clear communication** with students.

- 2018 

#### Lunar Great Wall Studios - 3D artist

As 3D artist, I developed an UE4 nice game low budget called "another sight" with just other 2 artists, we **created fantasy atmospheres** without any concept provided but on our own. I grew up a lot during this experience, **experiencing the development of a game from the start to the end, from 3D to lighting, to animation**.

- 2017 

#### Milestone - Junior Environment artist

First experience in videogames field; I've **learnt the main steps that compose the development of a racing videogame**, learning how to relate with game designers programmers, Art direction and my lead of course.

### Softwares knowledge



### Education

- **CGI Master** / BigRock - institute of magic technologies 2015

- **Bachelor of Arts** / Fine arts academy of Brera, 2007 - 2009

- **Diploma** / Fine art institute Fausto Melotti

### Skills

3D modeling

3D sculpting

3D UV mapping

3D Baking

3D texturing

Lighting

Rendering

Game development engines