

# Simone Tranchina

## 3D character animator

- ten years' experience in the videogame industry
- skills in rigging / modeling
- clever about problem-solving
- great passion for everithing is animation
- I like working in a team as well as managing tasks independently.

### OBJECTIVE

To obtain a job as a character animator, remotely or on-site.

### EXPERIENCE

#### 3D Animator

- Proxy42 // 2017 Turin, Italy  
In charge of animation pipeline for augmented reality FPS "Father.IO"  
Unity engine.

#### 3D Animator

- Untold Games // 2016 Genoa, Italy  
PS4 / VR videogame.  
Cutscenes animations - mocap data processing.  
Unreal Engine.

#### 3D Artist - Animator - Character TD

- Miniclip // 2008 – 2015 Genoa, Italy  
Mobile and web videogames.  
Unity Engine.

#### 3D Animator

- WiplItalia // 2008 Milan, Italy  
Animated series.

#### Character TD - 3D Animator - Layout artist - Special fx TD

- Art5 Studio // 2006 – 2008 Genoa, Italy  
Kids' animated series produced by Rai Fiction.  
Animated short movie "Il Re dell'Isola".



### CONTACTS

Actually based in Genoa / Italy

Phone:

**+39 340 5617166**

Mail:

**simonetranchina@gmail.com**

Portfolio:

**simonetranchina.com**

### LANGUAGES

Italian / English

(Full professional proficiency)

### EDUCATION

-Big Rock - Autodesk Training  
Centre

Autodesk Maya Certification

-University of Genoa

Industrial and Product Design

### TOOLS

-Maya

-3DStudio Max

-Unity

-Photoshop

### PERSONAL PROJECTS



Space Backyard

**thespacebackyard.com**

