

ANDREA CUNA – RESUME

Name: Andrea Cuna
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Online reel Jan 2012: <http://youtu.be/ZoFqCGGB9Xc>
Portfolio: <http://smesh.cgsociety.org/gallery/>
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PROFICIENCY :

Character Animation

Cartoon modelling
Rigging & skinning
Classical lighting & shading (no GI)
Photorealistic lighting & shading (GI)
Compositing & postproduction

Known Software :

Autodesk Maya (with Mental Ray)
Autodesk 3ds Max (with Vray)
Newtek Lightwave 3D
Luxology Modo
Adobe Photoshop
Adobe After Effect

PREFERRED POSITION TO APPLY:

Character Animator
Rigger
Generalist

EMPLOYMENT HISTORY

Ohkaunit (www.ohkaunit.com) (april 2008 - 2012)

Character modeller, rigger, animator and composer (Maya) in 2 short test animations (30 seconds and 90 seconds) realised for an international animation company based in Italy.

Architectural and furniture modeller and cloth dynamics setupper in 3ds Max, (but I've also learned lighting and shading with VRAY, and postproduction with Photoshop), for both still images and architectural flythroughs.

Fisheyestudio (2011)

Modeller, rigger and animator for an over 1 minute web spot for the insurance company Venetassicura.

Regione Veneto (single project, 2007)

Character animator in 2 short educational movies for children (4 minutes each) named "You resemble me". They are about the social relationship between young male and female children.

EDUCATION

2007:

Bachelor in Graphic & Virtual Design, Politecnico of Turin (105 / 110)

2006:

Master in Computer Graphic at the Bigrock Training Center (private school certificate)

Self education:

I've studied a lot of books (Cartoon Character Creation by Jonny Gorden, The Animator's Survival Kit by Richard Williams, Cartoon Animation by Preston Blair and others), read a lot of tutorials and watched a lot of video tutorials, in order to improve my drawing, classical animation, and software skills.

ABOUT ME AS AN EMPLOYER

At work I am diligent, responsible, organized and reliable. I can work under pressure and tight deadlines without losing control, and I do everything I must to respect the deadlines.

I can develop a project independently, but I like working in team with other people and listening their opinions and advices, because I know that only a team of talented people can create a great product, and because I love improving myself learning from other skilled artist.

I'm constantly studying to improve my skills to guarantee the studio a performance up to the best standard of the market.

HOBBIES & INTERESTS

In my spare time I like drawing, reading fantasy and sci-fi books, reading comics, watching movies, playing videogames, walking with my dog and practicing sport. I like listening to music, especially rock, electronic and classical. And I spend a lot of my spare time to improve my 3d and artistic abilities through books, online tutorials and videos, magazines because 3d graphic is my greatest passion.

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