

ANDREA CUNA COVER / MOTIVATIONAL LETTER

My January 2012 animation demoreel:

<http://youtu.be/ZoFqCGGB9Xc> (youtube)

I love both art and science, fantasy and robotics, and since my childhood I've always enjoyed reading and inventing stories. Since I was young I've always loved animation. I've spent countless hours watching cartoons on tv (movies and series). and when I discovered Computer Animation, I knew it was what I wanted to do in my life. I love Computer Graphic, because I think it's the perfect way to develop all of my passions at the same time. So I've studied classical 2D art, 3d and animation, and I've produced short movies to exercise and to be production-ready, and because I have a lot of fun doing it! I've also worked as a freelancer animator for various projects, and my clients have always been really happy for the results and my professionalism.

I would like working in a studio with a lot of other animators and 3d artist, to create an enjoyable show. I would like learning from lead and senior animators to become a better animator. I would like working with other artists who likes 3d Art as much as I do, to learn from them and spend my working days with people who shares my passions for 3d art.



AndreaCuna82@gmail.com | TEL: +39 3281288370

ANDREA CUNA RESUME

AndreaCuna82@gmail.com - or- smesh@email.it

My January 2012 animation demoreel:

<http://youtu.be/ZoFqCGGB9Xc> (youtube)

My youtube channel: <http://www.youtube.com/user/smesh82>

TEL: +39 3281288370 - Turin, Italy

summary

birth date: 27 / 03 / 1982

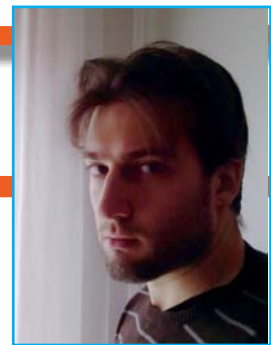
birth place: Carmagnola (Turin), Italy

nationality: italian

status: not married, no children

I love both art and science, fantasy and robotics, and since my childhood I always enjoyed reading and inventing stories. And I love Computer Graphic, because I think it's the perfect way to develop all of my passions at the same time. Even though I'm working mainly as a modeller and dynamic setupper for architectural, interior and product stills (but I've also learned lighting, shading and rendering) my real aspiration is working in the Cg Animation field (for Cg cartoons, movies or videogames), and improve my rigging and animating skills, and everything related to character animation.

skills



GRAPHIC SOFTWARE:

Autodesk Maya

Autodesk 3ds Max (with V-Ray)

Newtek Lightwave3D

Adobe Photoshop

Adobe After Effect



PROFICIENCY:

Cartoon modelling

Rigging & skinning

Character animation

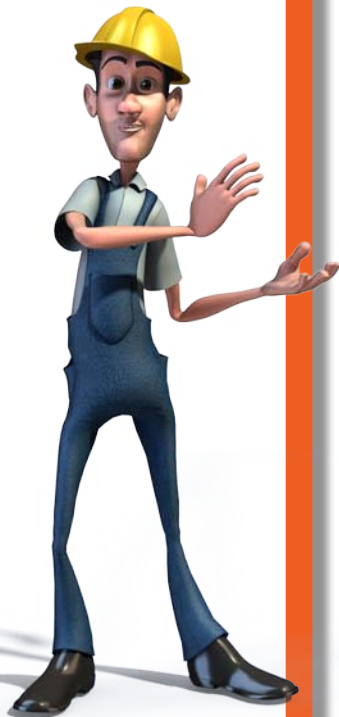
Classical lighting & shading (no GI)

Photorealistic lighting & shading (GI)

Compositing & photo retouch



EMPLOYMENT HISTORY



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

Character modeller, rigger, animator and compositor (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 setter in 3ds Max, (but I've also learned lighting and shading with VRAY, and postproduction with Photoshop), for both still images and architectural flythroughs.

Fisheystudio (2011) <http://youtu.be/bo7TBrRr134>

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

Regione Veneto (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.

PERSONAL WORKS

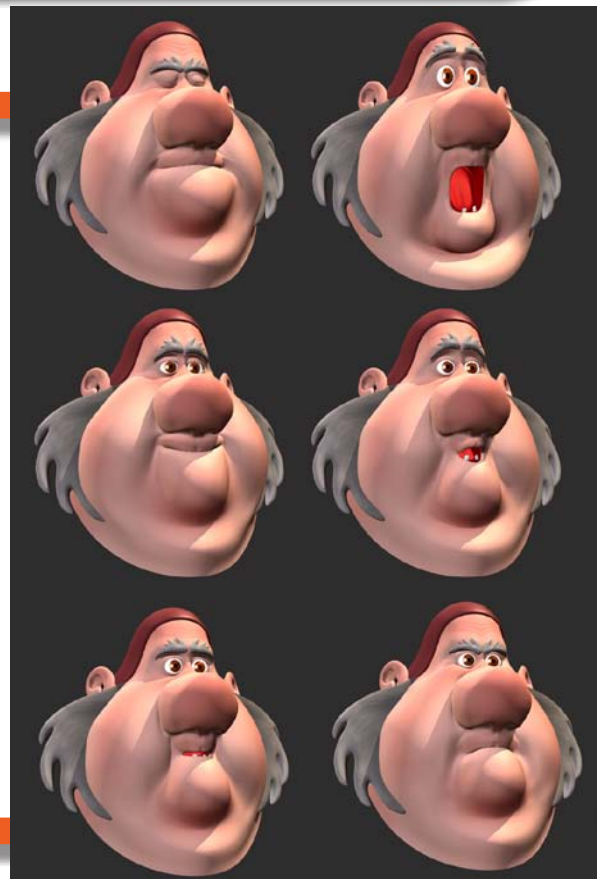
You can see my personal project in my youtube channel:

<http://www.youtube.com/user/smesh82>

My CG portfolio:

<http://smesh.cgsociety.org/gallery/>

I do a lot of personal works in my spare time, because I love creating and because I want to improve my animation ability.



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This character has been modelled starting from references found in Internet. The original character design is NOT mine.

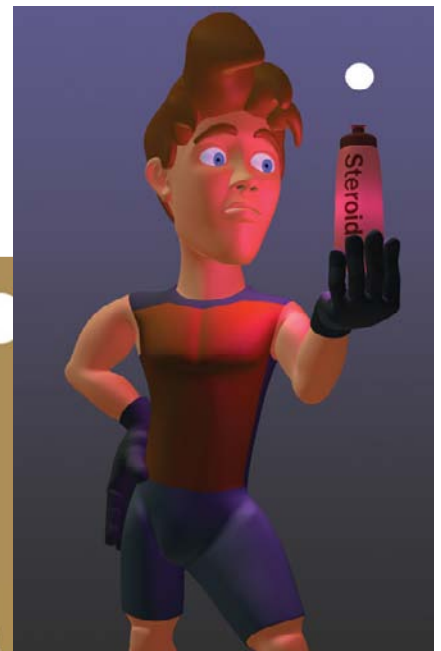
EDUCATION

2007: Bachelor in Graphic & Virtual Design, Politecnico of Turin

2006: Master in Computer Graphic at the Bigrock Training Center (www.bigrock.it)

Self education:

I 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 AND 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.





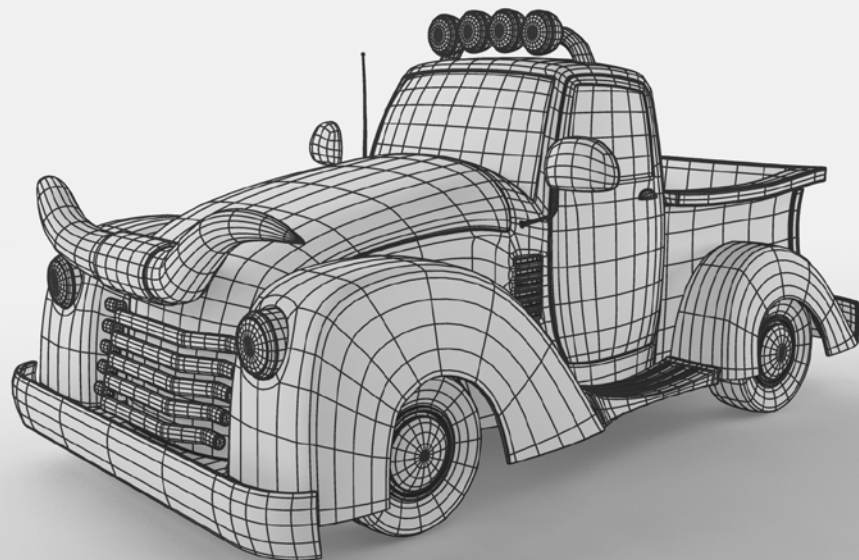
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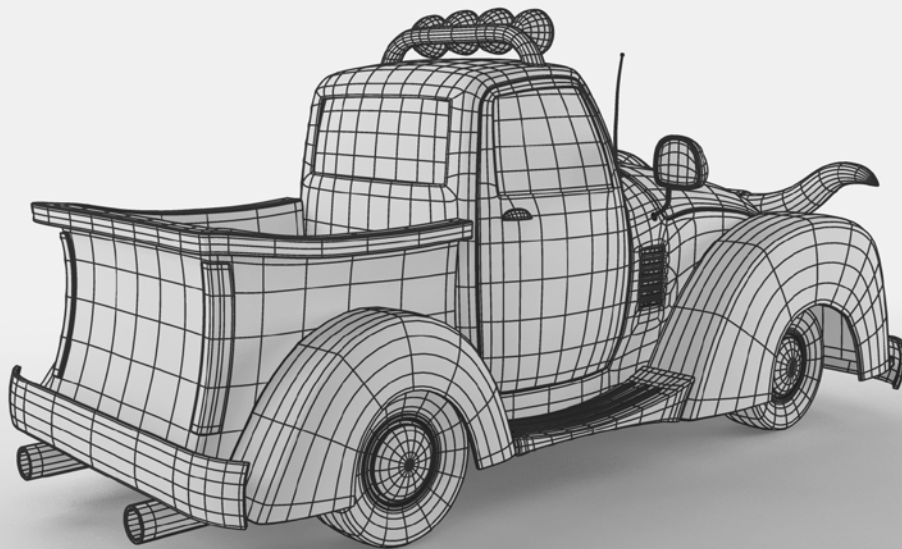
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DRAWINGS

These are some of my drawings.



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MEZEN '95
(SOURCE: WARCRAFT II)





Demoreel 2012 Breakdown

My January 2012 animation demoreel:
<http://youtu.be/ZoFqCGGB9Xc> (youtube)



Personal project.

For this sequence I did everything except the music: storyboard, modelling, shading, lighting, character setup, character animation, rendering and compositing.



Online Web Competition

For this sequence I did everything except the audio, and characters modelling and characters setup.



Personal project.

For this sequence I did everything except the music: storyboard, modelling, shading, lighting, character setup, character animation, rendering and compositing.



Online Web Competition

For this sequence I did everything except the audio, and characters modelling and characters setup.



<http://youtu.be/bo7TBrRr134>

Fisheye Studio / Venetassicura

Characters and vehicles rigging and animation. I've also modelled the truck.



Personal project.

For this sequence I did everything except the music: storyboard, modelling, shading, lighting, character setup, character animation, rendering and compositing. Character design is not mine.



School project.

For this sequence I did everything except the music: storyboard, modelling, shading, lighting, character setup, character animation, rendering and compositing.



Online Web Competition

For this sequence I did everything except the audio, and characters modelling and characters setup.



Personal project.

For this sequence I did everything except the music: storyboard, modelling, shading, lighting, character setup, character animation, rendering and compositing.