

IACOPO TUMINO

Rome - Italy

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My personal website- www.jester-entertainment.com

3D Generalist Artist

OBJECTIVES

As 3D Modeler and Environment artist (15 years experienced), I seek to recreate reality with attention to the intricate details of the world around, and derive immense pleasure from making my objects as true to life as possible the same details are the ones to make a object real.

My greatest objective is to bring to people something more similar to art than technic. The passion I have for my work come from when i was really young and all the life I pushed me ahead wishing to surprise the people creating emotional "invisible effects", used to tell a story more than to exaggerate it let the people loosing the focus on the story telling.

SPOKEN LANGUAGES • Italian, English, Spanish, French (base), Hungarian (bease)

PERSONAL SKILLS

- Working within a team
- Setting timelines & meeting deadlines
- Capacity to work in high-pressure environements
- Sense of duty
- Flexibility in working on different OS (OSX, WIN)
- Adaptable with work schedules
- Capacity in finding solution to solve problems

TECHNICAL AND ARTISTIC SKILLS

- 3D modeling with Autodesk Maya
- 3D animation with Autodesk Maya
- Autodesk Mudbox for refining high detailed 3D meshes (humans, animals, etc.)
- 3D texturing and shading, basing all on good capacities of observation of reality
- Ncloth Maya simulations to create any kind of real tissue
- MentalRay rendering setting and post-processing rendering
- 3D environment, natural landscapes and 3D motion graphic animation
- Working in stereoscopy with Maya and relatives renderings outputs
- Maya Xgen placing and rendering
- NextLimit Realflow
- PFTrack for 3D editing on real shooted scenes
- Adobe Photoshop, Illustrator, Indesign, After Effects, Premiere and Apple Final Cut
- HTML / CSS base knowledge
- Wordpress

EDUCATIONAL CREDENTIALS

- Bachelor's degree in IED - Istituto Europeo di Design

(European Design Institute) - (Rome, Italy)

NOTABLE ACHIEVEMENTS

- CNR (National Research Center) Italy - Project Name: Virtual Museum of the ancient via Flaminia - 3D anaglyph Interactive videogame winner of international awards and avowals, it caused the interest of newspapers like New York Times, The Seattle Times, Le Figaro, Usa Today and many others.
- CNR (National Research Center) Italy - Project Name: The Virtual Museum of Iraq - Online interactive museum sponsored by Ministry of Foreign Affairs (Italy) in collaboration with the Ministry of Cultural Heritage (Italy), vested of avowal and public support.

PAST WORK EXPERIENCES

(2017-2018) Collaboration with Fernando Tornisiello for Enviromental-impact 3D photo-insertions for Municipality of Rome, Total, Golder, Italferr, Anas, Aereoporti di Roma, Aereoporto Orio al Serio, Sogin.

(2017) Overvisions - Creating technical showcase video for a 3d glasses prototype.

(2017) Nexa 3D - Creating commercial showcase of the last 3D printer.

(2016) Ash Events - Dubai - (internal) Working for 3D environmental event renderings.

(2016) "Absurde production" - Montreal - Creating "Loops" adv

(2015) "The Legend of the Ghost Town" - Creation of a 2D Cartoon Noire-Game.

(2015) Museum of the Toy (Naples) - Modeling and Rigging of vintage models of toys for an interactive app.

(2015) Evoca - War "Crowd-animation" production for a interactive game for Paestum National Museum (Italy).

(2014) Ubiter - Creation of a Promotional-explicative video about the use of the website of the company.

(2014) Notte della Chimera - Production of the trailer for the summer event.

(2014) Smart Business Lab - Creation of six promotional videos for the company.

(2014) Rocca Doppio Malto - Projection Mapping on the castle in Montefiascone, Italy.

(2013) Quadri&Cromie website - creation of a website for a company of cloth printing.

(2012) Online 3D Poker - Creation of animated Avatars for a Online Poker Company.

(2011) Johnson&Johnson - 3D instructional Video of Gynecology distributed in hospitals and clinics.

(2011) Coldiretti (First Italian Agro-Food Company)- 3D/2D Videos for Coldiretti National Assembly (Rome).

(2011) Coldiretti - 3D Video Instructional for Coldiretti National Assembly (Rome, Italy).

(2010) Mediaset (Italian Commercial TV) - Tv Movie: "Come un delfino"- Creating Visual Effects.

(2010) Rai Tv (Italian National TV) - "Il sogno del maratoneta"- VFX: 3D New York Skyline of 1910 year.

(2010) Coldiretti - 2D graphics and 3D animations for the Annual Coldiretti show-reel.

(2010) Cgil - Creation of a 3D promotional advertising: "Tax evasion in Italy" .

(2010) Camera Grip per Postiglione Arredamenti - Camera shooting with "self-built" Camera Crane.

(2010) Clari's - Corporate Design Identity for the outdoor furniture

company.

(2010) Camera Grip for Musical VideoClip - Jib/Crane Camera shooting.
(2009) Policlinico Gemelli (Roma) - 3D Prosthesis of knee and 3D illustrative video.

(2009) Johnson & Johnson (2) - 3D Video of hysteroscopy(gynecology).

(2009) ACEA - Promotional 2 minutes Videoclip for "Notte dei Musei" in Rome, Italy.

(2009) Camera Grip for Gym "Corpus" - Jib/Crane Camera Shooting.

(2009) Amapola Group - Creation of TV intros and graphic for the tv format "Smells Like Teen Spirit".

(2009) Cnr - Itabc - 3D room for the "Virtual Museum of Iraq" international awarded online interactive museum.

(2008) Rai Tv (Italian National TV) - TV intros for tv formats: "Doppia Vela 21" and "Andavo...a Cento all'Ora".

(2008) Johnson & Johnson - Second 3D Gynecologyc Video distributed in hospitals and clinics.

(2008) Ministry of Health - 2D/3D Advertising campaign to promote the new Ministry of Healt office opening.

(2007) Jamba - Video Ringtone "Don Ciccio" for phones.

<http://www.jamba.it/> .

(2007) Cnr - Itabc - Three Videos for the "Virtual Museum of Ancient Via Flaminia".

(2007) Fraggo the "Crow" - 3D character profile in a 3D shortmovie.

(2006) Rai Tv (Italian National TV) - Digital Design Consulting Contract at Rai Educational Studios.

(2005) University La Sapienza (Rome) - 3D TV introductions for "Tralerighe" and "Corticontro".

(2005) University La Sapienza (Rome) - Two 3D Commercials for Onscreen.

(2004) Regione Lazio - Documentary "The City for Women: istructions for use"

(2004) Capriotti (www.capri-otti.com): virtual exhibition of the artworks of the namesake artist.

(2004) Una goccia per la Vita (www.unagocciax.org): no-profit website for adoptions.

(2004) Studio Cimmino: Stage - Project on demand requested by FILMAURO.

NOTABLE EMPLOYMENTS (2003 > 2011)

- Consultant at RAI (national italian television) for 6 months in the educational division.
- 3D modeler & Environment animator at CNR (Italian National Research Center) for 12 months.
- Freelance in advertising for Johnson & Johnson, La Sapienza University in Rome, Coldiretti (Agri-Food Conglomerate), Acea (water utilities & energy provider)

SELF-MANAGE/AUTO-PRODUCED PROJECTS

- (2009) The Hidden Evidence • http://www.jester-entertainment.com/the_hidden_evidence/the_hidden_evidence.html
- <http://www.vimeo.com/7829754>

GENERAL LINKS

Last updated video reel • <http://www.vimeo.com/11753905>

Turbosquid selling page • <http://www.turbosquid.com/Search/Index.cfm?keyword=iaio82&x=0&y=0>