
Samuele Granzotto

Digital Artist and Animator

Citizenship : Italian

Date of birth : 20 April 1980

Contact

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Profile

Objective Find a position within the Video Game Industry about digital-arts section (concept art, art developing, texture design, environmental design, graphic design, animations).
Availability From now, available to relocation or outsourcing.

Key Skills

Skills Digital and traditional arts including: concept art, digital and traditional animation, texture design, drawing, pixel-art, character design, digital coloring, static and motion graphic, UI design, brand and corporate design.
Softwares Adobe (Photoshop, Flash, After Effects, Illustrator), Blender.

Education

2006 to 2009 **Bachelor in Cinema Animation and Digital Arts**
Nemo NT - Academy Of Digital Arts, Florence, Italy
1995 to 2000 **Art (graphic specialization) diploma - "Master Of The Applied Arts"**
Bruno Munari Art Institute, V. Veneto (Treviso), Italy

Work Experience

Pocket Clouds creative studio (*owner*)

Creative Freelance (From March 2008 to now)

- ✓ Direction and production of all creative process from brief to publication including environmental design, character design, graphic and UI design projects, motion graphics, animations.
Clients including: Studio Evil, Down To Moon Games, Diesel Spa, Replay, RedBox New Media

Graphite Srl

Creative Designer - (From 2001 to 2006)

- ✓ Website interactive design and animation
- ✓ Web and software interface design
- ✓ Motion graphic
- ✓ Publishing design

Activities and Interests

- Video games** Creative games, 3D game art techniques, platforms, shoot 'em ups, adventures, Indie gaming, mobile games, portable console games, retro-games, pixel art games, old school demo scene, game philosophy
- Animation** Animation shorts 2D/3D, animation movies, game trailers and in-game shot animations
- Music** Electronic music composition, chiptune, power metal, drum&bass, original sound tracks
- Arts** Aerosol art, digital arts, artists overview

Languages

Italian (native)

English (working proficiency)

Recommendations

Amadeu Martinez

Art Director at Gameloft Spain
Associate Art Director at
Down To Moon Games

"Samuele is a great artist with an enormous talent both for drawing and design or animation. Working with him has been one of the most rewarding thing in my past months, thanks to his vision and attitude we have achieved a very high quality levels. In short conclusion in all, he's one of the best artists I've ever met."

Top qualities: Great Results, Expert, Creative