

GIUSEPPE ALBERGO

3D Artist

I have been working with 3D modeling since 2007.
I deal with organic and non organic modeling,
in all aspects, from modeling to sculpturing and texturing.
Pushes every project to new levels with strong artistic and
technical knowledge with a background in art and design.

EMPLOYMENT

2016 - 2018 **Graphic Designer/3D Artist**
Bari (Italy) Gango Design

- Designed advertisement illustrations, banners, posters, logos, etc.
- Created mockups of projects as preliminary visual examples of the final product.
- Developed 3D models and animations for web marketing.
- Developed web advertisement animated videos.
- Prepared campaign presentations.

2015 - 2018 **Senior 3D Artist**
Bari (Italy) Grifo Multimedia

- Created 2D concepts, 3D environment & character models with rigs, textures and animations.
- Lighting setup in Unity 3D.


2014 - 2015 **Senior 3D Artist**
Bitonto (Italy) THESIS s.r.l.


- Created technically challenging 3D asset for Unreal Engine.
- General animation work for virtual tour creation.
- Create high quality texture maps, including supporting maps (specular, bump, normal).
- Work with new technologies to expand our company with new and innovative

2013 - 2014 **Senior 3D Artist**
Bari (Italy) Studio leaves

- Created 2D concepts, 3D environment & character models with rigs, textures and animations.
- Create 2D assets for the user interface and level environments.
- Work closely and cooperatively with the programming team to ensure.

LANGUAGES

 Italian

 English

PROFESSIONAL SKILLS

Modelling

Experienced in low and high-poly modelling as well as Normal Baking.
I am proficient at UV layout and retopology of models.
Experienced in creating foliage assets, including in-engine shader setup.

Texturing and Materials

I have a deep understanding of the PBR pipeline.
Experienced in creating wide variety physically materials, asset texturing and shading.


Lighting and Set-Dressing


I have set dressed and created lighting setups for various environments with attention to detail and the consistency for the desired artistic style.


EDUCATION


Bari High School of Art
Private CAD course


SOFTWARE


Blender 


Cinema 4D 

Maya 

Zbrush 

KeyShot 

Photoshop 

After Effects 

Substance Painter 