

For any enquiries please contact me with the mail below. I will answer to all deals, comments, collaboration purposes, jobs. If we reach a deal I will give you my personal contacts.

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CURRICULUM VITAE of Mattia Galli

Life

Mattia Galli, I was born on 13/02/1981 in Monza, Milan (Italy). I was graduated at High School (liceo scientifico) on year 2000 with the valuation of 82/100. After 2 years of University I decide to go to a School of Arts called "Istituto Europeo di Design, Milan" to attend the course of illustration and animation with last specializing year in animation and I finished my studies in 2006 with valuation of 95/100. I attend a workshop in August about Maya animation and I got the bases of the software and now I can use it at a good level and I am increasing my skills in 3D with my last work experience.

Previous experience

January 2011- now

Freelance Flash developer/Animator: Motta Online

Creation of a MMO game for kids with educational mini-games, ranking, sell/buy system, avatar customization, personal login, DB saving progress and playable in all browsers with Flash Player 10 or newer.

Action Script 3 scripting with Smartfox Server Pro integration for connectivity and server-side interaction.

March 2010 – October 2010

Assistant director for animated series "QPIZ": NeoNetwork – RAI

Assistant director and animatic compositing for TV series "QPIZ", co-production RAI and MoonScoop. 52 episodes, 2 minutes 30 seconds. Animatics edited with Toon Boom Storyboard pro

March 2010 – May 2010

Assistant director for animated series "The Davincibles":
NeoNetwork – RAI

Assistant director and animatic compositing for TV series “The Davincibles”, co-production RAI and MoonScoop. 52 episodes, 12 minutes. Animatics edited with Toon Boom Storyboard pro.

January 2010- December 2010

Freelance Flash developer/Animator: Motta Online

Creation of multimedia e-learning and learning short films and motion graphic.
Integration of Flash contents with SCORM language and Moodle platform.
All the contents where loaded in Moodle class with Action Script 2 and 3.

Dicember 2009 – september 2010

Supervisor/Lead modeller and rigger for videogames: Raiju Software

Supervisor for modelling and rigging in high and low poly. Charcater designer and graphic supervisor.

Dicember 2009

Flash Teacher: Motta Online

Class about Flash development and animation. Action Script 2 and 3, simbols, animation of cut out character, basic animation theory.

November 2009

Lead character designer: Videogame “Beatiful Katana”

Character design for main villains of the game. Concept art and chartacter sheets.

October 2009- November 2009

Flash Animator/Developer: La Repubblica-Motta Online project “Gioco&Imparo”

Supervisor work for educational game series of 14 CDs for kids. Action Sctrpt 2 development of Flash games and animation for some of the games. The CDs where sold with a major italian newspaper and where composed by 15 games each.

October 2009

Videogame "Faith": Game modeller/UV Mapping/Rigger

Modeller and texture artist for indie game "Faith". Creation of low poly enemies, rigging and UV texture.

Agosto2009-Settembre 2009

Graphic Designer: Hobos of Biz

Graphic designer for US developer Group Hobos of Biz.

June 2009

Graphic Designer: Enzo Piattini, italian restaurant in Japan (606-8317 Kyoto, yoshidahonmachi 276)

Graphic designer for Logos and menu for the restaurant.

February 2009 - April 2009

Film: The boys who saved the world

Freelance Lead Animator and concept artist for the film. It is a film with short insert of animation. I am responsible of: character design, animation, clean up and providing concept arts or draws in the style of the animation.

February 2009 - April 2009

Animator: AMG U.S. Company

Freelance animator with Flash, Toon Boom Studio and DAZ Studio. Animation and rigging job of characters or with pre-rigged character.

February 2009

Colorist: Short film for Festivals circuit

Freelance colorist for authorial short film. The work was about coloring with photoshop frames of the film with given palettes/effects.

January 2009
Animator: Sony Picture - Mass Animation

Freelance work as animator in the next short film in cinemas "Live music" from Sony Pictures.
3D animator with Maya.

September 2008 - December 2008
The Salad Factory

Waiter, assistant of the shop, food responsible.

March 2007 - March 2008
Graphic Designer: Giliberti Studio

In 2007 March I started a job as graphic designer in a studio in Florence, I worked there until the end of February 2008, I left the job cause I decided to live in London with my girlfriend.
My duties were: scanning and organize the archive of positive films, developpe simple flash website, produce pictures for the communication, produce the file for the print.

Website made: www.lamp2.com
<http://www.osteriadigiovanni.com>
www.lalisca.net

August - September 2006
Animator: Green Movie

After the graduation, on the last days I was in Milan, my ex professor called me to the study where he works to give me a little part in the final phases of a TV spot.
I covered the rules of Animator and Clean Up.

December 2000
Freelance work for Studio Panerai

I was the partner to digitalize and print a decoration for Christmas in a showroom in the centre of Florence.
My partner was a famous painter of the city and he was the art director of the project.
He used my graphic skills to realize the print on Iron foil.

2000-2003

I@T

After school work as consulence and selling mobile/phone/bank plans.

1999

ALI s.r.l.

Part-time sales assistant in a mode factory.

Skills

Hand Skills: copy from real, illustration, painting (acrylic, oils, watercolor, tempera), pencil drawing, comics, incision (no acid, Xilography).

CG Skills: bitmap images production with Adobe Photoshop CS 4 (and earlier version) and Corel Painter, scanning Images and digital manipulation, vector images production with Adobe Illustrator CS 4 or Adobe Flash CS 4 (and earlier version).

Traditional Animation Skills: character design, in-between animation, clean up. Script, story board, layouts, animatic, xsheet, Stop Motion.

Computer animation: Toonz software for acquiring, ink and painting and compositing of little scenes.

Vectorial Animation: internet/TV cartoon with Adobe Flash CS 4 (and earlier version) and Toon Boom Studio.

3D Skills: Maya Unlimited (last version) modelling and rigging bases, animation at good level.

Blender 3D modelling and rigging bases, animation at good level.

Video Compositing: frame rate, video formats, Adobe After Effects CS4, Apple Final Cut.

I know ad middle-high level the Action Script 2 and 3.

I normally use the computer on the Windows, Linux or MAC Os X platform (e-mail, office automation, internet).

I have a Trinity College certification of English language on Elementary level with 80/100 valutation.

Awards

The site reported as my Url in the contacts is made all by me and the characters are all of my creation.

March 2009: **Sony Contest “Mass Animation”**

September 2008: **Candid Arts Projection room/Islington Arts Festival London.**

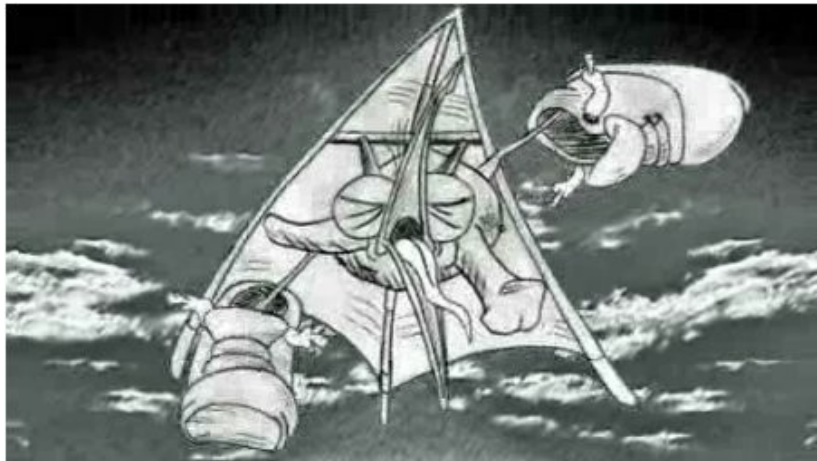
July 2006: **Graduation project with public screening**

April 2004: **UNICEF Exhibition, shot film stop motion “Once upon a time”**

Hobbies

Skating, basketball, programming, play videogames, simple hand work, play bass, listen to music.

Samples of my works



CURRICULUM VITAE





