



MICHELE BERTOLINI

environment + technical artist

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WORK EXPERIENCE

08/2012 - present Milestone s.r.l.

Senior Tech/Environment/VFX Artist

Prototyping and quality targets for environment shaders.
Prototypes production, performance checks, assets budgets, memory check,
content validation, optimization and organization and graphical pipeline issues solving.
Technical animator for all characters.
Environment/asset artist for Finland and Argentina tracks on WRC3. Responsible of VFXs.

08/2010 - 02/2012

Milestone s.r.l.

Lead Artist

Supervision of all the graphic pipeline, from tracks to animation. Performance checks and problem solving for assets. Pre-visualization and prototyping for deformable terrain shader. Production of quality target assets and documentation for outsourcer and in-house artists. Management of a team of 10 artists in-house.
1 month and half management of an outsourcing team of 10 people, located in Cheng-Du, China.

03/2009 - 08/2009

EntityFX

3d generalist

Animation, particle simulation, modeling, shading and texturing for episodes 5,6 and 9 of "Jesse James is a Dead Man" tv show. Modeling, shading, texturing and MEL scripting for "Smooth Criminal Theater" scene and "Soldiers" scene for "Michael Jackson's This is it" movie.

11/2008 - 08/2009

Blinking Films

3d generalist / Modeler

Texturing, shading and animation for an independent short movie "Dawn of Darkness". Hard surface modeler. Free collaboration to "White Swan" music video at Gnomon School of VFX.

10/2007 - 09/2008

Milestone s.r.l.

Technical/Environment Artist

Assets modeling and texturing. Misano track modeling and texturing, tools scripting

SHIPPED TITLES

"WRC3 World Rally Championship" "MUD Motocross World Championship"
"WRC World Rally Championship" "MotoGP08" "SBK08"

SHIPPED MOVIES/TV SHOWS

"Michael Jackson's This is it" "Jesse James is a Dead Man"
"White Swan"

TECHNICAL SKILLS

Applications: Maya / 3dsMax / Zbrush / Emotion Studio / Photoshop / Crazybump / nDo2 / UDK / Unreal Engine 4 (beta testing) / Mudbox / xNormal
Scripting Languages: MEL / MAX Script / Python

EDUCATION

10/2008 - 01/2009 Gnomon School of VFX
Maya Fast Track module

11/2006 - 11/2007 VRRMP

M.A. in Digital Entertainment - mark 110/110 cum laude

11/2006 - 11/2007 Politecnico di Torino
M.S. in Computer Engineering - mark 101/110

ABOUT ME

Ninja warrior with no mercy.
Self motivated, always studying latest technologies. Easy-going, team-player, always openminded. I've a passion for environment creation, I always try to bend reality to give it a better looking shape. I totally like problem-solving; coming out with a solution\simple tool that can help art-department to do more "art" and less "fix" is, for me, a source of pride. My passions are simple: computer graphics, videogames, photography and volleyball. I like to draw and shoot photos walking around cities randomly in my spare time. I like robots and robots like me.