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# Andrea Falcone

## EXPERIENCE

- Freelance work  
2007-current
- Absolute Postproduction**, VFX character artist.
    - Modelling, rigging and animation of a superhero character for a Japanese car commercial.
  - Smoke & Mirrors**, VFX character artist.
    - Head replacement for a commercial (tracking, modelling and rigging).
  - Escape Studios**, Supervisor.
    - Developed characters and environments for an upcoming X-Box 360 title, mentoring and training.
  - E-Tree**, Consultant and character artist.
    - Developed a 3D character avatar for e-commerce applications.
- 2005-2007
- Sony Computer Entertainment**, Art Manager and Technical Supervisor.  
*EyePet (under development), Operation Creature Feature, Trials of Topoq (Plastation3), EyeToy:Kinetics, EyeToy:Play3 (Playstation2)*
    - Art Management and technical supervision for the EyeToy franchise (multiple projects)
- 2003-2005
- Sony Computer Entertainment**, Lead Artist.  
*EyeToy:Play 2, Groove, EyeToy:Play (Playstation2)*
    - Technical direction, modelling, animation and rigging. Art team scheduling. (*EyeToy:Play became multi platinum and won more than 23 international industry awards, including 2 Bafta Awards.*)
- 2002-2003
- Sony Computer Entertainment**, Senior R&D Artist.
    - Responsible for researching tools for effective game prototyping with focus on character rigging and integration of key frame animation with motion capture.
    - I developed a fully scalable rig, the first generic rig to become successfully adopted studio-wide.
- 2002
- Sony Computer Entertainment**, Senior Artist, Animator.  
*World Tour Soccer 2003 (Playstation2)*
    - Cut scenes key frame animation of cameras and hands and motion capture.
- 2001-2002
- Sony Computer Entertainment**, Senior Artist.  
*Dropship: United Peace Force (Playstation2)*
    - Aircraft and ground vehicles conceptual design, modelling and texturing.
    - Rendered images for marketing and magazines .
- 1997
- Psygnosis**, Senior Artist, Animator.  
Kingsley (Playstation)
    - Character animation of end-level boss characters.
- 1996
- Psygnosis**, R&D Lead Artist.
    - Responsible for research and training in the field of real-time 3D, helping the studio on their transition from pre-rendered 2D to real-time 3D graphics.
- 1995
- Milestone, Virgin Interactive**, Vehicle artist.  
*Screamer (PC)*
    - Design and modelling all the racing cars and menu system.

## SKILLS

3D	<ul style="list-style-type: none"><li>- Excellent understanding of all the stages of 3D character development, including displacement, muscle systems, hair, cloth, soft and rigid body dynamics.</li><li>- Very good animation and rigging skills.</li><li>- Very strong modelling skills, with good eye for scale, anatomy and details.</li><li>- Very good texturing skills, 2D,3D painting and digital sculpting.</li></ul>
Software	<ul style="list-style-type: none"><li>- Very proficient in Maya, Softimage, Alias Power Animator, Zbrush, Mudbox, Photoshop, BodyPaint.</li><li>- Good knowledge of Mental Ray.</li><li>- Basic knowledge of Renderman for Maya,Nuke, XSI, PF Track</li></ul>
General	<ul style="list-style-type: none"><li>- 14 years of production experience in modelling, animation, rigging and texturing, using various 3D software and in-house tools. Clear understanding of each stage of CGI production.</li><li>- Many years of experience as lead artist, art manager and technical supervisor, on single and multiple projects.</li><li>- Very self-motivated and organised, I take great pride in my work and I have a strong sense of ownership and responsibility.</li><li>- Great passion for quality and attention to details.</li><li>- Very flexible style, I enjoy and understand both realistic/photographic and stylized art. Ability to understand and follow very precisely the art direction.</li><li>- Able to work very well under pressure and tight deadlines, independently, in a team and on multiple projects.</li><li>- Very good communication skills, extensive experience in cross-discipline collaboration (art, production, code and design) during pre-production and production. Experienced and at ease with clients and press, very good oral and written presentation skills.</li><li>- Very good logic and problem solving skills.</li><li>- Great passion for art and animation, I always keep myself up to date with techniques and software and I work on personal projects to improve my skills and to satisfy my creativity.</li></ul>
Language	<ul style="list-style-type: none"><li>- Italian, English</li></ul>
Gender	<ul style="list-style-type: none"><li>- Male</li></ul>

**EDUCATION** | - Scientific Lyceum A.Avogadro, Vercelli, Italy

**REFERENCES** | - Available upon request