

MAURO PERINI

26/05/1972

Via Sandro Pertini 16 , 25045 Castegnato (Brescia)

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EDUCATION

1991

High School Scientific degree

1992/1996

Degree of illustrator by I.E.D Milan www.ied.it

WORK EXPERIENCE

1999

UBISOFT MILANO Viale dei Missaglia 89/A, Milano www.ubi.com

Art Director and Lead Concept Artist

Main roles: conception and art direction, characters and environments design, illustration, texturing, storyboards, advertising.

PROJECTS

2018

Project: **Mario+RabbidsKingdomBattle Donkey Kong Adventure**

Platform: Nintendo Switch

Role: **Art Director**

2017

Project: **Mario+RabbidsKingdomBattle**

Platform: Nintendo Switch

Role: **Art Director**

AWARDS:

Game Develop Awards 2018 - VISUAL DESIGN & ANIMATION

BAFTA Children's Awards 2018 - Best Game

2014

Project: **Duel of Champions Might&Magic**

Role: **Senior concept artist**

2013

Project: **Just Dance 2014**

Platform: PS3/XBOX 360 Kinect/Wii/WiiU

Role: **Senior concept artist**

2012

Project: **Just Dance 4**

Platform: PS3/XBOX 360 Kinect/Wii/WiiU

Role: **Senior concept artist**

2011

Project: **Raving Rabbids : Alive & Kicking**

Platform: XBOX 360 Kinect

Role: **Senior concept artist**

2010

Project: **Motion Sports**

Platform: XBOX 360 Kinect

Role: **Senior concept artist**

2009

Project: **We Dare**

Platform: Nintendo Wii

Role: **Senior concept artist**

2008

Project: **My Secret World by Imagine**

Platform: Nintendo DS

Role: **Concept artist**

Project: **Anno 1492**

Platform: Nintendo Wii

Role: **Support concept artist**

2007

Project: **Tom Clancy's Splinter Cell: Double Agent**

Platform: XBOX 360 / Play Station3

Role: **Lights artist, environment modeler**

2006

Project: **Tom Clancy's Splinter Cell: Chaos Theory**

Platform: XBOX

Role: **Environment modeler**

2005

Project: **Tom Clancy's Rainbow Six 3: Black Arrow**

Platform: PC / XBOX

Role: **Environment modeler**

2004

Project: **Tom Clancy's Rainbow Six 3: Raven Shield**

Platform: PC

Role: **Environment modeler**

2004

Project: **Beyond Good & Evil**

Platform: Play Station 2

Role: **Environment texturer**

2003

Project: **Lara Croft Tomb Raider: The Prophecy**

Platform: Game Boy Advance

Role: **Lead animator & Concept artist**

2002

Project: **Rayman M**

Platform: Play Station 2

Role: **Lead animator**

1999/2001

Project: **Donald Duck**

Platform: Game Boy Color

Role: **Main character animator, animator & Concept artist**

Project: **Rayman**

Platform: Game Boy Color

Role: **Animator**

Other experiences:

2009

EC editing sas publishing house \ Via Caradosso, 8 - 20123 Milano

"Secret History" *Illustrator* (digital and traditional painting)

2010

Trazzy Entertainment Multimedia entertainment \ V.I.Lenina ave., 25, Nalchik Russia

Illustrator and concept Artist (digital painting)

2001

Linux &C (Stardata) Publishing house \ Via G. Verga, 4

Illustrator (digital painting)

1997

Studio DLT Advertising \ Via Giacomo Watt

Illustrator (visual advertising, digital and traditional painting)

L.A.B.A free academy of Arts (BS, Italy) *Computer-graphic digital paint and illustration Teacher*

Mindstalkers *Illustrator, sculptor and concept artist*

Arnoldo Mondadori *Illustrator*

La Spiga Languages *Illustrator*

20th Century Game *Illustrator, texturer, and character designer*

Mirabilandia *Art director and Illustrator*

PROFESSIONAL SKILLS

MAIN:

ARTISTIC

Concept art skills, high level of proficiency with 2D e 3D computer paint packages, solid foundation in traditional art, such as figure drawing, landscape painting, and illustration.

Animation

Traditional Sculpting

TOOLS

Adobe Photoshop CS

Adobe Illustrator (basic)

Inkscape

Painter

Unreal Editor

Autodesk 3D Studio Max (basic)

Autodesk Mudbox

ZBrush (basic)

LANGUAGES:

Italian (mother tongue)

English (intermediate)

French (basic)

MANAGING AND RELATIONAL:

Lead artist assistant, lead team

Be used to teamwork

PERSONAL INTEREST

Fantasy literature

Movies

Theatre

Sculpting

Role-play and board games

Sports (Beach volley, Horse riding, sky and soft air)

ONLINE PORTFOLIO

www.artstation.com/mastropero

www.mastropero.com

www.linkedin.com/in/mauroperini/

www.facebook.com/pages/Mastropero-Portfolio

I authorize the processing of my personal data for personnel research and selection purposes under D.Lgs. n.196 of 30/06/2003.

Mauro Perini