

# MAURO PERINI

26/05/1972

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## EDUCATION

1991

High School Scientific degree

1992/1996

Degree of illustrator by I.E.D Milan

[www.ied.it](http://www.ied.it)

## WORK EXPERIENCE

1999/2011

**UBISOFT MILAN** Viale Cassala 22, Milano [www.ubi.com](http://www.ubi.com)

Art Director and Lead Concept Artist

Main roles: conception and art direction, characters and environments design, 2D textures, storyboards, environment 3D advertising and marketing material.

Projects

2017

Project : **Mario+RabbidsKingdomBattle**

Role : **Art Director**

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**

2009 till now

**EC editing sas** "Secret History" Via Caradosso, 8 - 20123 Milano

Publishing house

Illustrator (digital and traditional painting)

2010

**Trazy Entertainment** V.I.Lenina ave. , 25, Nalchik / KBR,360000 Russia [www.trazy.com](http://www.trazy.com)

Multimedia entertainment

Illustrator and concept Artist (digital painting)

2001 till now

**Linux & C** ( Stardata ) Via G.Verga, 4 - 51010 Massa e Cozzile (PT) [www.oltrelinux.com](http://www.oltrelinux.com)

Publishing house

Illustrator (digital painting)

1997 till now

**Studio DLT** Via Gicaomo Watt, 13A - 20143 Milano

Advertising

Illustrator (visual advertising, digital and traditional painting)

Other experiences:

**L.A.B.A** free academy of Arts (BS, Italy) Computergraphic *and illustration Teacher*

**Mindstalkers** *illustrator, sculptor and concept artist*

**Arnoldo Mondadori** *Illustrator*

**La Spiga Languages** *Illustrator*

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

**Mirabilandia** *Art director and Illustrator*

## 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

Software

Adobe Photoshop CS

Adobe Illustrator (basic)

Inkscape

Painter

Unreal Editor

Autodesk 3D Studio Max (basic)

Autodesk Mudbox

ZBrush (basic)

LANGUAGES:

Italian (mother tongue)

English

French (basic)

MANAGING AND RELATIONAL:

Lead artist assistant, lead team

Be used to teamwork

## INTERESTS

Fantasy literature

Movies

Theatre

Sculpting

Role play games and board games

Sports (Beach volley, sky and soft air)

## ONLINE PORTFOLIO

[www.mastropero.com](http://www.mastropero.com)

<https://www.artstation.com/mastropero>

[www.behance.net/mastropero](http://www.behance.net/mastropero)

[it.linkedin.com/pub/mauro-perini/1/780/142/](https://it.linkedin.com/pub/mauro-perini/1/780/142/)

[www.mastropero.deviantart.com](http://www.mastropero.deviantart.com)

[www.mastropero.cgsociety.org/gallery](http://www.mastropero.cgsociety.org/gallery)

[www.facebook.com/pages/Mastropero-Portfolio](https://www.facebook.com/pages/Mastropero-Portfolio)