FERNANDO BRESCIANO

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Portfolio: http://www.fbresciano.com

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Personal statement

I am more than passionate about visual arts, I have a thirst for creation. Whether illustrating a scene or programming the behaviour of virtual worlds, I always seek to craft experiences that are not only beautiful, but also meaningful. With a Degree in IT Engineering and self taught in digital art tools, grasping new technologies and using them to solve creative challenges is what I do best.

Key Skills

**Graphic Arts:**

* Digital Illustration
* Traditional Drawing
* UI Design
* Animation
* 3D Modeling

**Media Tools:**

* Adobe Photoshop
* Unity 3D
* Adobe Flash
* Adobe Illustrator
* Blender 3D

**Programming:**

* C#
* Java
* ActionScript 3
* JavaScript
* HTML, CSS

Education

**Universidad de Montevideo**

(March 2004 – March 2009)

Engineers’Degree in Information Technology and Communications**.**

Employment History

One Tango Game Studio, Unity Developer

(March 2015 – March 2016)

* Implemented environment and character interaction mechanics for the Android game Mochix.
* Animated user interfaces, screen transitions and level completion cutscenes.
* Implemented connection with social networks.

Tools used: **Unity, Android Studio, Google Play Game Services.**

**New Acropolis, Concept Artist & Illustrator [Volunteer]**

(January 2013 – March 2016)

* Adapted book plot into visual storytelling format for the graphic novel Ankor: The Last Prince of Atlantis.
* Designed concept art for ancient civilization characters, architecture and artifacts.
* Created 3D reference models for environment and vehicle designs.
* Created comic storyboards and illustrated all pages and chapter covers.

Tools used: **Photoshop, Blender 3D.**

**Karate Seiwakai, Graphic & Video Designer [Freelance]**

(March 2015 – November 2015)

* Designed visual style for the first Warrior Spirit International Karate Tournament.
* Created motion graphics for fight title cards and edited the video footage screened during the event.
* Designed promotional posters, flyers and online ads.

Tools used: **Photoshop, Illustrator, Sony Vegas.**

**ST Consultores, Java Programmer [Contract]**

(October 2014 – March 2015)

* Implemented new functionalities for Apia Documentum (Electronic File Manager).

Tools used: **Eclipse.**

**Sabia Corporation, UI & Graphic Designer**

(September 2011 – October 2014)

* Designed and implemented UI for the web version of Genuina (Casino Management System).
* Designed promotional banners, flyers and animated presentations displayed in international conventions.

Tools used: **Photoshop, Illustrator, HTML, CSS, JS, Flash.**

**Danone, Facebook App Designer [Freelance]**

(March 2014 – April 2014)

* Designed and implemented Danone’s Facebook App for the Serenito Zombies campaign.
* Illustrated sceneries and graphic assets to fit the brand’s new zombie themed look.
* Designed and implemented solution for online picture manipulation system.

Tools used: **Flash, Photoshop, Facebook API.**

**Powerful Robot Games, Videogame Developer [Freelance]**

(June 2011 – September 2011)

* Helped meet the shipping deadlines of the company’s last commissioned game; Cartoon Network’s Adventure Time: Legends of Ooo for Flash and iOS.
* Modified mechanics and added new graphic assets for all the minigames in the Warner Brothers’ Looney Tunes Active series.

Tools used: **Flash, Xcode, Warner Brothers Games API.**

**Danone, Facebook App Designer [Freelance]**

(May 2011 – June 2011)

* Created the customizable animation short as part of the Danone Nations Cup Facebook campaign.
* Designed and implemented solution for customizing, sharing and viewing animations.
* Created storyboard sketches.
* Designed and animated all characters and sceneries.

Tools used: **Flash, Photoshop, Facebook API.**

**ST Consultores, Java Programmer**

(January 2008 – February 2010)

* Analyzed reported bugs in the source code of Apia (web based Business Process Manager).

Tools used: **HTML, JS, Eclipse.**

**Personal Project, 3D Modeler / Videogame Modder**

(2004 – 2007)

* Achieved small renown among early Grand Theft Auto game fans by modeling, texturing and rigging dozens of low polygon meshes that replaced the original game weapons and vehicles. Used 3ds Max and Zmodeler.

Tools used: **3dsMax, Zmodeler.**

References

References are available upon request.