

FERNANDO BRESCIANO



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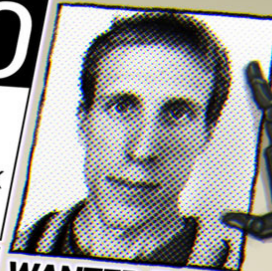
EMAIL fbresciano@gmail.com

BIRTH 18/12/1985

CITIZENSHIP Uruguay + Italy

WORK STATUS Eligible to work in the UK

ADDRESS SW6 1SY, London, UK



**WANTED FOR:
UNAUTHORIZED
DESIGNING**

I have a drive 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. Parallel to my Degree in IT Engineering and software development career, my fascination with digital arts has led me to acquire a range of skills in visual design, illustration, animation and 3D modeling. Grasping new technologies and using them to create rich, innovative experiences is what I do best. I am looking for challenges that exploit this capacity and make use of my full creative potential.

Photoshop

Ps

Flash

FL

graphic arts

DIGITAL DRAWING

TRADITIONAL DRAWING

ANIMATION

3D MODELING

Blender



programming

C#

JAVA

ACTIONSCRIPT 3

JS + HTML + CSS

languages

SPANISH: NATIVE

ENGLISH: PROFICIENT

english certificates

- | | |
|------|-----------------------------|
| 2001 | MICHIGAN PROFICIENCY (ECPE) |
| 2001 | CAMBRIDGE IGCSE |
| 2001 | LCCI ENGLISH FOR BUSINESS |
| 2000 | CAMBRIDGE FIRST CERTIFICATE |
| 1999 | OXFORD EEFL |
| 1999 | TRINITY SESOL |

Web



Eclipse



Unity



education

INFORMATION TECHNOLOGY
AND COMMUNICATIONS
ENGINEER

2002 - 2003

1992 - 1991



Universidad de Montevideo

2004 - 2009

Juan XXIII High School

Richard Anderson School

awards

WINNER BEST ILLUSTRATION

METAL GEAR ART STUDIO:
"BIG BOSS" CONTEST,
JAPAN - 2014.

"It's composition
requires a lot of
technique, I was
really impressed by
this one."

—Yoji Shinkawa,
Art Director,
Kojima Productions.



2nd PLACE BEST EDUCATIONAL GAME
NATIONAL VIDEOGAME CONTEST,
URUGUAY - 2014.

3rd PLACE BEST COMIC STRIP
MONTEVIDEO COMICS,
URUGUAY - 2010.

work experience

ONE TANGO GAME STUDIO **UNITY DEVELOPER** MAR '15 / MAR '16
 + 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.
 [Unity + Android Studio + Google Play Game Services]

NEW ACROPOLIS [VOLUNTEER] **CONCEPT ARTIST & ILLUSTRATOR** JAN '13 / MAR '16
 + Adapted book plot into visual storytelling format for the graphic novel **Ankor: The Last Prince of Atlantis**.
 + Designed concept art and created 3D references for characters, vehicles, environments and architecture.
 + Created storyboards and illustrated pages and covers.
 [Photoshop + Blender]

SEIWAKAI KARATE [FREELANCE] **GRAPHIC & VIDEO DESIGNER** MAR '15 / NOV '15
 + 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.
 [Photoshop + Illustrator + Sony Vegas]

ST CONSULTORES [FREELANCE] **JAVA PROGRAMMER** OCT '14 / MAR '15
 + Implemented new functionalities for the Electronic File System Apia Documentum.
 [Eclipse]

DANONE [FREELANCE] **FACEBOOK APP DESIGNER / DEVELOPER** MAR '14 / JUN '14
 + 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 and social network sharing.
 [Flash + Photoshop + Facebook API]

SABIA [FREELANCE] **UI & GRAPHIC DESIGNER** SEP '11 / OCT '14
 + Designed and implemented UI for the web version of **Genuina** (Casino Management System).
 + Designed promotional banners, flyers and animated presentations displayed in international conventions.
 [Photoshop + Illustrator + HTML + CSS + JS + Flash]

POWERFUL ROBOT [FREELANCE] **VIDEOGAME DEVELOPER** JUN '11 / SEP '11
 + 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 **Looney Tunes Active** series.
 [Flash + Xcode + Warner Brothers Games API]

DANONE [FREELANCE] **FACEBOOK APP DESIGNER / DEVELOPER** MAY '11 / JUN '11
 + Created the customizable animation short featured in the **Danone Nations Cup** Facebook App.
 + Created storyboard sketches.
 + Designed and animated all characters and sceneries.
 + Implemented solution for customizing, playing and sharing animations on Facebook.
 [Flash + Photoshop + Facebook API]

ST CONSULTORES [FREELANCE] **JAVA PROGRAMMER** JAN '08 / FEB '09
 + Analyzed and fixed bugs in Apia (Business Process Manager).
 [HTML + JS + Eclipse]

JARRA MONO [PERSONAL PROJECT] **3D MODELER / VIDEOGAME MODDER** 2004 / 2007
 + Achieved small renown among early GTA fan community by modeling, texturing & rigging dozens of weapon, vehicle and character model replacements. [3dsMax + ZModeler]

legend

defined visual style

created graphics

programming

→ Take the case?

LET'S DO THIS
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