

PERSONAL INFORMATION

Simone Segalini



 Frazione Turro 15/A4, 29027 Podenzano (PC) (Italy)

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 www.simonesegalini.com

Sex Male | Date of birth 21 Jun 1984 | Nationality Italian

POSITION

3D Designer Artist

WORK EXPERIENCE

14/01/2013–Present

3D Designer Artist / Modeler / Renderer

Apfl SRL - Studio Laviani di Ferruccio Laviani
Via Mozart 15, 20122 Milano (Italy)
<http://www.laviani.com>

NURBS 3D modeling for prototyping (Rhino Mac), 3D rendering (Cinema4d + Maxwell Render), post production (Adobe Photoshop), Website creation and maintenance (Wix), computer maintenance.

Collaboration with companies such as Kartell, Foscari, Citco, Hennessy, Veuve Clicquot, Fratelli Boffi, Dolce & Gabbana, Piombo, Driade, Collistar, Emmemobili, Frag, Smania, i 4 Mariani, Jimmy Choo, Paula Cademartori.

Business or sector Design, Architecture

01/2014–Present

Freelance 3D Designer Artist

www.simonesegalini.com

- Private interior - 2019
 - Product design, modelling and rendering of furniture for a private client (Rhino + Cinema 4D + Maxwell)
- MADS Milano website - 2019
 - Concept and realisation of the website madsmilano.com (Wix)
- Moro House Noto website - 2019
 - Concept and realisation of the website morohousenoto.com (Wix)
- Il Sole SRL website - 2018
 - Concept and realisation of the website ilsolesrl.com (Wix)
- Finip Hull - 2017
 - Modelling and rendering of Hull products and packagings for FINIP (Rhino + Cinema 4D + Maxwell)
- Private interior - 2016/2017
 - Product design, modelling and rendering of furniture for a private client (Rhino + Cinema 4D + Maxwell)
- Forkfish - 2016
 - Creation of a vector illustration for a private client (Adobe Illustrator)
- Krateres and Triloby containers - 2015
 - 3D modelling and rendering of design furniture for designer Salvo Giglio (Rhino + Cinema 4D + Maxwell)
- Studio Laviani website -2015

- Realisation of the website laviani.com (Wix)
- FINIP logo design - 2015
 - Creation of a business logo for FINIP (Adobe Illustrator)
- Mad Gallery Milano website - 2015
 - Concept and realisation of the website madgallerymilano.com (Wix)
- Floor cleaner - 2015
 - 3D modelling of a floor cleaner machine, intended to be produced in China for Italian market (Rhino 3D)
- Supermarket project - 2014
 - Renderings for a proposal for Crai (Maya + Maxwell)

01/01/2013–08/01/2013

3D Modeller

Sephith Production, Milan (Italy)

Modelling, texturing, lighting, rendering of a cartoon character from the "4 suckers" project, done by using Autodesk Maya 2013, Mental Ray

EDUCATION AND TRAINING

05/2015–05/2015

Advanced course in Digital Editing

Digital Camera School, Lodi (Italy)

Photo analysis and postproduction, skills about Adobe Photoshop, Bridge and Camera Raw

02/2015–02/2015

Advanced course in Photography: Reportage

Digital Camera School, Lodi (Italy)

Notions about how to realize a reportage

10/2013–01/2014

Basic course in photography

Digital Camera School, Lodi (Italy)

Image analysis, study of the structure of the camera and its functioning

07/11/2012–07/11/2012

Maya 2013 Professional Certification

Upgrade

Sempione 63, 20154 Milan (Italy)

Autodesk Maya Official Professional Certification

15/02/2012–05/10/2012

Master Course in Computer Animation

Upgrade

Sempione 63, 20154 Milan (Italy)

Autodesk Maya 2011, Autodesk Maya 2012, Autodesk Maya 2013, Autodesk MudBox 2012, Autodesk MudBox 2013, Pixologic ZBrush 4R2, Adobe Photoshop CS5, Adobe After Effects CS5, 3D Modelling, Texturing, Lighting and Mental Ray Materials, Compositing

01/03/2009–20/12/2011

Master of Science in Computer Engineering

ISCED 5

Politecnico di Milano - Como Campus

Castelnuovo 7, 22100 Como (CO) (Italy)

Advanced Computer Science, Communication and Society Engineering, Human Sciences and Society, English Language

01/10/2003–24/02/2009

Bachelor of Science in Computer Engineering

ISCED 5

Politecnico di Milano
Leonardo Da Vinci 32, 20133 Milan (Italy)
Computer Science, Mathematics, Physics, Chemistry, English Language

01/09/1998–01/07/2003

Secondary School Diploma in Classical Studies

ISCED 3

Liceo Classico Melchiorre Gioia
Risorgimento 1, 29121 Piacenza (Italy)

Italian Language and Literature, Latin Language and Literature, Grecian Language and Literature

PERSONAL SKILLS

Mother tongue(s) Italian

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2
TOEFL 80/120 - 2006					

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills Team spirit; Good ability to adapt to different environments; Good communication skills

Organisational / managerial skills Sense of organization, Good experience in team projects

Job-related skills Excellent knowledge of 3D software Rhino for Mac, Cinema 4D, Maxwell Render; excellent knowledge of Adobe Photoshop, Camera Raw, Adobe Bridge; good knowledge of AutoDesk Maya, Adobe Illustrator, basic knowledge of 3D sculpting modelling applications (Autodesk MudBox, Pixologic ZBrush4R2).

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem-solving
Proficient user	Proficient user	Independent user	Proficient user	Proficient user

Digital skills - Self-assessment grid

Excellent knowledge of Apple Mac OS X, MicroSoft Windows; good knowledge of Linux OS. Excellent knowledge of MicroSoft Office tools (Word, Excel, PowerPoint), OpenOffice tools; Excellent knowledge of Website creation platform (WIX).

Other skills Hobbies (Movies, Photography, Arts, Reading, Travelling, Hiking, MTB)

Driving licence B

ADDITIONAL INFORMATION

Autorizzo il trattamento dei dati personali ai sensi del D. lgs. 196/03