

Mauro Piccillo

3D Artist

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Date of birth: 15/12/1987 | Nationality: Italian

Experience

Reset VFX

Rome, Italy

3D ARTIST

Feb. 2014 - Present

- Lead CGI Artist in charge of creating Set Extensions, Environments, and CGI animations, including physical simulations
- Coordinating the CGI integration in the final product.
- Webmaster of the company website (<http://www.resetvfxsrl.com>)

Freelance Translator and Localization Expert

Telecommute

ENGLISH/ITALIAN/JAPANESE TRANSLATOR, PROOFREADER, EDITOR

2007 - Present

- Translation and proofreading of many different kinds of documents for several clients and translation, ranging from fiction to medicine, financial and legal texts;
- Working alongside the localization team of: Lebara (Lebara Play and Lebara Talk applications), Eni (regulations standards, tenders and manuals), BNP Paribas (tenders and quality assessment), Oculus (Italian localization of "Storm of Wars");

Binary.com

Telecommute

ENGLISH/ITALIAN PROOFREADER

Aug. 2015 - Present

- Proofreading of the Italian translation of the website, smartphone application and other marketing assets.
- Working along the IT, marketing and localization team to ensure the best localization quality for each product.

EIR Games

Rome, Italy

FOUNDER / EDITOR-IN-CHIEF

Oct. 2011 – Dec. 2015

- Creation and maintenance of the website (<http://www.eirgames.com>);
- Administration of charges and assignments and contacts with PR offices of prominent video game publishers;
- Translation of articles and press releases from English and Japanese to Italian;
- Proofreading and editing articles written by other team members.

Education

Game Design and Development

MOOC

Michigan State University on Coursera

Sep. 2015 - Present

- Introduction to Game Development
- Principles of Game Design
- Business of Games and Entrepreneurship
- Game Development for Modern Platforms

Fundamentals of Computing

MOOC

Rice University on Coursera

Jul. 2015 – Jun. 2016

- Interactive programming in Python
- Principles of Computing
- Algorithmic Thinking

Master's Degree in 3D Graphics and Animation

Rome, Italy

University of Rome "La Sapienza"

Feb 2013 – Jun. 2014

- 3D Modeling, Texturing, Rigging, Animation, Lighting, Rendering, Motion Capture, Compositing
- Creation of a scene, from modeling to rendering, with all intermediate steps

Japanese Language Course
ARC Academy

- Japanese Language (focus on Reading, Writing, Listening and Speech)

Bachelor Degree in Japanese Language and Culture
University of Rome “La Sapienza”

- Japanese Language
- History of eastern Asia
- Japanese literature (ancient and modern)
- Japanese philosophy and religion

Osaka, Japan
Mar. 2012 – Dec. 2012

Rome, Italy
Sep. 2007 – Dec. 2011

Skills

Languages

- Italian (Native Language);
- English (Native Language);
- Japanese (Business Level).

Job Related

- Excellent 3D Modeling skills (in Autodesk Maya and Mudbox);
- Lighting and Shading;
- Scripting in Python and C#
- Great knowledge of Unity;

Communication

- Excellent integration skill gained through multicultural scholastic experiences gathered over the years (3 years in Belgium, 3 years in Germany, 9 months in Japan);
- Great team spirit;
- Excellent written and spoken communication skills resulting in a quick and easier group organization acquired through the experience as founder of EIR Games.

Computer

- Good knowledge of Python and C#, HTML and CSS;
- Good command of Wordpress and other web-development platforms;
- Advanced command of Mudbox;
- Good command of ZBrush;
- Good command of Adobe After Effects and Photoshop;
- Excellent command of Autodesk Maya.