



GABRIELE MAIOCCO

Date of birth 23 June 1988

Address Hilblestraße 40 - 80636 München

Email gabriele.maiocco@gmail.com

Phone +49 15226157422

 www.gabrielemaiocco.com

 www.xing.com/profile/Gabriele_Maiocco/cv

 gabriele_maiocco

 it.linkedin.com/in/gabrielemaiocco

WORK EXPERIENCE

August 2018 - Present

VIRTUELLESSTUDIO

Customer-oriented service provider in the fields of design, CAS / Strak and visualization / VR since 1995

VR DESIGNER/ CLASS A SURFACE MODELER

- VR Projects development for BMW production and concept models.
- Project management working closely with designers and engineers in BMW to ensure a results that satisfies both departments.
- Development of BMW concept models for internal and external presentations.
- Instructing the working team to the use of the software Autodesk maya, modeling, lighting and rendering.

Munich, Germany

3DEXCITE

Provider of software as well as consulting and creative services for industrial 3D visualization

3D DATA SPECIALIST

- Creation of digital content for car configurators and campaign advertisement with Dassault systeme proprietary software Deltagen.
- 3D data management and creation for the Opel brand.
- Teaching the new teams and managing their work according to the company standards and client needs.

Munich, Germany

W E D O O

Digital agency focused on marketing, advertising, web applications and car configurators development.

SENIOR CG GENERALIST / 3D DESIGN SPECIALIST

- | - Lead Artist on a VR OpenGL car configurator project for Alpha Romeo models Giulia and Stelvio
- | - Project management with Agile and Scrum
- | - Digital content production for web and advertisement.
- | - Lead texture artist, 3D designer and digital sculpting specialist with substance, photoshop, and Zbrush
- | Torino, Italy

CG GENERALIST

- Graphic design
- Motion Graphics and video post production
- 3D modeling, animation and rendering with Maya, Arnold, VRay, Keyshot
- Compositing, color grading and image post production with After Effects and Photoshop
- Torino, Italy

EDUCATION

September 2007 - June 2010

IED

IED - European Institute of Design

Bachelor's degree - Digital Design

3 year graduation course. The first year focused on a generic view of the principle of good design and visual communication. Second and third year was a more in depth view of web design, graphic design, video production and 3D modeling. I spent the first semester of my third year as exchange student at UCA in Rochester UK, focusing on 3D modeling, rendering and animation.

Torino

September 2002 - June 2007

LICEO SCIENTIFICO N. COPERNICO

High school with bilingual german and english course of studies

Torino

OTHER EXPERIENCES

October 2019 - March 2020



FREELANCE UX/UI DESIGNER

Freelancing work for the Italian IT consulting firm CGM Consulting as UX/UI Designer:
- UI design for mobile and desktop
- Analysis of market competition and trends to design the best visual solutions for clients
- Development of Graphics for apps and web
- Rebranding

Torino



PLURALSIGHT INSTRUCTOR

ADVANCED ARRAY MESH TECHNIQUES IN ZBRUSH

Course development on the theme of ZBrush array mesh tool. Working remotely with regular feedback with the team on site my duty was to develop and produce a course that was consistent with the quality of the courses presented on the website.

Torino



FREELANCE MODELER

Digital sculpting specialist and character artist for a freelance project involving THUN brand. The task was to create a digital prototype model of the famous statues, testing a 3D print method of production for the mold optimizing the cost and production.

Torino

September 2016 - November 2016

February 2015 - March 2015

LANGUAGES

Mother tongue

Italian

Other languages

English

German

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
C2	C2	C2	C2	C2
B2	B2	B2	B1.2	B1.2

TECHNICAL SKILLS

ADOBE XD

Personal software of choice for developing User Interface prototypes and User Experience. Not only in regards of app and web design but for VR UI and UX design and implementation.

ADOBE CC SUITE

Deep knowledge of some of the main softwares of the CC suite: Photoshop, Illustrator, Premiere and After Effects. Studied Graphic design, photo and video editing, compositing and visual effects at IED in Italy.

AUTODESK MAYA

10 years of professional experience with the software Maya, highly proficient in modeling, rendering, shading and lighting. Render engines mainly used were Vray and Arnold for the most part of my career.

AUTODESK ALIAS

The passion for modeling and the several years of experience in the Automotive industry brought closer to the Class A surface modeling and production field, further developed with an advanced course by Product Innovation Lounge.

VRED

While working with Virtuelles Studio after my experience with Delagen I developed my knowledge with the VRED software as well, being that is also widely used by BMW.

UNREAL ENGINE 4

To improve our production quality at Virtuelles Studio and to offer our customers the best possible solutions, such as Unreal engine rendering and blueprint coding systems.

INTERESTS

Very passionate about sports, favourite activity is bouldering but I also enjoy a more relaxed hike in the mountains. Since I was a teenager I've cultivated an interest for music developed into playing guitar with several bands throughout the years. I'm also very fond of ethnic cuisine, which brought me to learn how to cook myself.