




# GABRIELE MAIOCCO

Date of birth 23 June 1988

Address Langerstraße 2 - 81675 München

Email gabriele.maiocco@gmail.com

Telephone +49 15226157422

 [www.gabrielemaiocco.com](http://www.gabrielemaiocco.com)  [www.xing.com/profile/Gabriele\\_Maiocco/cv](http://www.xing.com/profile/Gabriele_Maiocco/cv)

 [gabriele\\_maiocco](https://soundcloud.com/gabriele_maiocco)

 [it.linkedin.com/in/gabrielemaiocco](https://it.linkedin.com/in/gabrielemaiocco)

## WORK EXPERIENCE

October 2019 - March 2020



International IT consulting, web design, software development company.

### FREELANCE UX DESIGNER

- UX/UI Design concepts and prototype for mobile devices and desktop
- Analysis of market competition and trends to design the best visual solutions for clients
- Development of graphics for apps and web
- Rebranding

Munich, Germany

August 2018 - Present



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

### VR DESIGNER / CAS MODELER

- Design Consultant for BMW Motorbikes, helping designer and engineers to find solutions that satisfy both parties, from concepts to final production
- Development of VR projects for BMW production and concept models.
- Development of BMW concept models for internal and external presentations.
- Training of the work team in the use of the Autodesk Maya software, modeling, lighting and Rendering.

Munich, Germany

August 2017 - July 2018



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 advertising with proprietary software from Dassault systems deltages.
- 3D data management and creation for the Opel brand.
- Teaching the new teams and managing their work according to company standards and Customer requirements.

Munich, Germany

January 2016 - July 2017



Digital agency focusing on marketing, advertising, web applications and development of auto-configurators.

### SENIOR CG GENERALIST / 3D DESIGN SPECIALIST

- Lead artist on a VR openGL car configurator project for the Alpha Romeo models Giulia and Stelvio
- Project management with Agile and Scrum
- Production of digital content for web and advertising.
- Senior texture artist, 3D designer and specialist in digital sculpting with substance, Photoshop and Zbrush

### CG GENERALIST

- Graphic design
- Motion graphics and video post production
- 3D modeling, animation and rendering with Maya, Arnold, V-Ray, Keyshot
- Compositing, color correction and post-processing with After Effects and Photoshop

Torino, Italy

June 2010 - December 2015

## EDUCATION

March 2020 - December 2020

### UX Design master course

UX and UI Design specialization course focusing on user-centered design and interactions with Adobe XD  
Munich, Germany

September 2007 - June 2010

### IED - European Institute of Design

UX and UI Design specialization course focusing on user-centered design and interactions with Adobe XD  
Torino, Italy

## OTHER EXPERIENCES

September 2016 - November 2016



### PLURALSIGHT AUTOR

Kursentwicklung zum Thema zbrush array mesh tool. Durch regelmäßige Rückmeldungen mit dem Team vor Ort aus der Ferne war es meine Aufgabe, einen Kurs zu entwickeln und zu produzieren, der der Qualität der auf der Website präsentierten Kurse entsprach.

Torino



### FREIBERUFLICHER MODELER

Spezialist für digitale Bildhauerei und Charakterkünstler für ein freiberufliches Projekt der Marke THUN. Die Aufgabe bestand darin, ein digitales Prototypmodell der berühmten Statuen zu erstellen und eine 3D-Druck-Produktionsmethode für die Form zu testen Kosten und Produktion optimieren.

Torino

February 2015 - March 2015

## LANGUAGES

Mothertongue

Italian

Other Languages

English

German

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken Interaction	Spoken Production	
C2	C2	C2	C2	C2
B2	B2	B2	B2	B2

## TECHNICAL SKILLS

### ADOBE XD

Personal software of choice for prototyping the user interface and user experience. Not only in terms of app and web design, but also for the design and implementation of VR, UI and UX.

### ADOBE CC SUITE

In-depth knowledge of some of the most important programs in the CC Suite: Photoshop, Illustrator, Premiere and After Effects. I studied graphic design, photo and video editing, compositing and visual effects at the IED in Italy.

### AUTODESK MAYA

10 years of professional experience with the software maya in the areas of modeling, rendering, shading and The main render engines used were Vray and Arnold for the largest Part of my career.

### AUTODESK ALIAS

Several years of experience in the automotive industry brought me closer to the area of surface modeling and CAS modeling. Further developed with an advanced course in the Product Innovation Lounge.

### UNREAL ENGINE 4

To improve our production quality in the virtual studio and to provide our customers with the best possible solutions such as Unreal Engine Rendering and Blueprint Coding Systems.

## INTERESTS

Very enthusiastic about sports, my favorite pastime is bouldering, but I also enjoy a relaxed hike in the mountains. I am also very fond of ethnic cuisine, Which brought me to learn how to cook.