

GiacomoFilippo Fracanzani

(nickname: JackPhil)

Storyboard Artist, Comicbook Artist, 3D Modeller, 3D Animator

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SKILLS

- **Storyboard Pro**
- **Adobe Photoshop**
- **Autodesk 3D Maya**
- **Blender**
- **Sculptris**
- Basic knowledge of **Adobe Flash**
- Basic knowledge of **Adobe After FX**
- Basic knowledge of **Adobe Premiere Pro**
- **Office Word**
- Basic knowledge of **Office Power Point**
- Adept at working as part of a team as well as on my own initiative.
- Excellent interpersonal skills – amenable, polite and helpful with customers and colleagues.
- Reliable and responsible

EDUCATION

University of the West of England, Bristol, BA (Hons) Animation, 2013 – 2016; Grade: 2,1

International School of Comics, Padua, Italy:

- Digital Sculpture

3D animation with Blender, 2012-13

Academy of Fine Art, Florence, life drawing,

Italy, 2011-2012

International School of Comics, Florence, Italy:

- Digital colouring with Photoshop, 2009-2010
- Script writing for comics, 2005-2006
- Comics, 2005-2008

Scientific High School of Barbarigo, Padua, Italy, 1999-2005; Grade: 68/100

WORK EXPERIENCE

- **Student ambassador** at UWE, October 2014 - November 2016
- **“Ram project”**, 3D animation UWE with Royal Academy of Music, 2015 and 2016
- Storyboard artist for the short film **“Bollicine - Sparkle”** of the **Snowflakes Production**, 2016
- Storyboard artist for a third year videogame project called **“Dossier”**, UWE, 2015
- Assistant for the **Treviso Comic Book Festival**, September 2012, Italy

Helping to set and dismantle the artistic exhibitions, bringing materials from the stock to the selling area.

- Clean up assistant of landscape with Adobe Flash, at the **Stranemani International s.r.l.**, September 2009 June 2010