creative users

With a cross creative background in Contemporary Art and Live Events Design, updated with Video Games production techniques,

from an artistic and technical approach

Project Management, Creativity and Development

I've centered my work in developing virtual content for creative and participative audiences

I'm a multimedia artist, seeking for multidisciplinary competitive environments to create, find solutions, and be challenged within effectiveness and efficiency

Team thinker, System creator,

Planner, Producer manager,

Unreal Engine

Unity Engine

Visual Studio

Texturing, PBR materials, and Shaders

3D Modeling and Retopology

SKILLS

Coaching and Mentoring

Planning / Team Organization

Research / Workflows Creation

- **Engine Project Execution**
- Assets Engine Implementation Concept and UX Design
- Creativity and Art Direction

- Rigging & animation, Physics, Dynamics
- UI Design and Implementation
 - **Environment creation, Lighting and VFX** Programming Unreal Engine Blueprints
- Programming in C#. Unity Engine
- BUILDING UNIQUE EXPERIENCES FOR
- onionlab 👸 MADRID

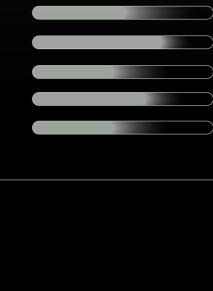
CACAO CINEMA

3Ds Max Zbrush **Substance Painter**

> Cinema 4D Photoshop Illustrator

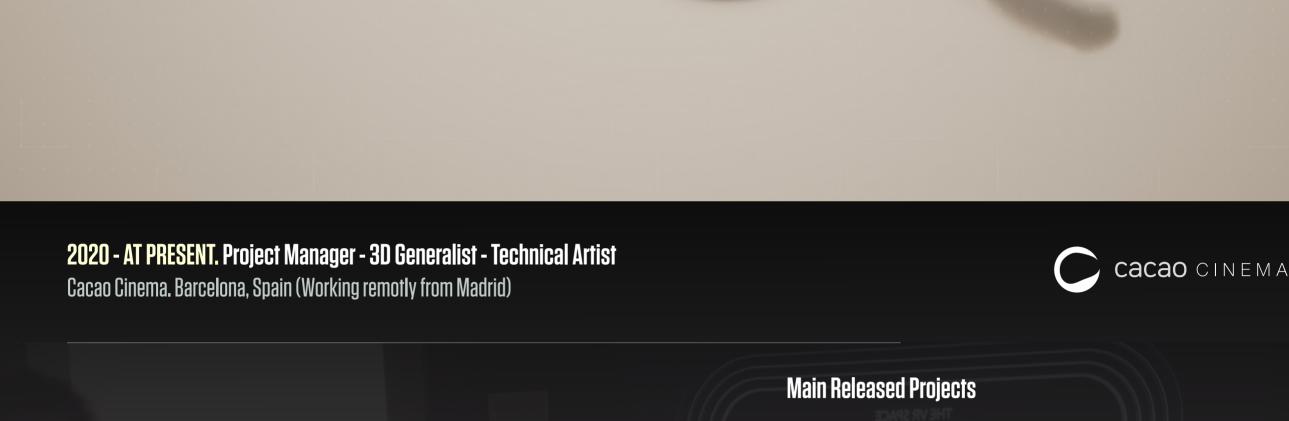
Indesign **Procreate** WordPress

Final Cut Perforce



Interactive & Immersive Experiences

Project Manager - Creativity - Development



Project Management

Creativity and Art Direction

Concept and Design

Execution and Engine Implementation

2019 - 2020. Instructor. Master in 3D design for Video Games

CICE (Professional School of New Technologies. Madrid, Spain)

General concepts, methodologies and production

Advanced 3D Modeling: optimal assets for real time

Marketing Content Creation

Programming

rendering

Official of Autodesk

Taking creative decisions from deep arts fundamentals expertise, with coding technical knowledge and realtime render engines editor domain Concept development for immersive experiences: transforming client needs to executional creative ideas Keep abreast of all technical and aesthetic developments in the industry, analyse and report to team Conceiving both sustainable replicable projects and unic user experiences

Completely optimized 3D models creation, from organic 3D sculpture manually retopologized

surface items: Characters design, modular environments, Items, props and vegetation Animated and interactive shaders design and creation, based on optimization and real time

Protocols design for internal tools use, coaching team members on its implementation

Thinking in user experience as the ultimate innovation field

Project production planning, ensuring team execution timelines, deadlines and publishing standards

2D and 3D User Interface and User Experience design Assets project implementation on Unreal and Unity Engine, assembly of completely functional ingame assets, collision, physics, LODs, animators or animation blueprint configuration User interface assembly and programing on UI frameworks

Scene configuration from scratch and scene management configuration

Modeling and Texture for abstract stylized and realistic AAA assets

Planning and coordinating multidisciplinary team's iterative workflow

Protocols creation for external commercial products

performance. PBR materials for realistic archviz

Rigging and Animation for 3D assets

Animation of UI elements

project needs

workflow

projection

implementation

mask creation and application

packaging. Archviz industry

Scene configuration from scratch

Responsible for project assembly, packaging and shipping

Particles Niagara Systems and Module programming and design Fix render and Cinematic Sequence capture from engine to marketing team Company logo refreshment and Branding application guidelines

Programming basic blueprints in Unreal Engine for Oculus Rift, Quest and Standalone projects

Lighting configuration for multiple environment conditions, realistic HDRI static and/or unlit abstract

Responsible for teaching the whole 300 hours master's content

Iterative workflow application, from assets to project creation Preproduction research approach: Organic workflow creation, adjusting methodologies according to

Organic and hard surface modeling best practices, crossing 3D sculpting Zbrush for a combined

Creation of realistic PBR materials, animated shaders and different blend modes applications

Texture management from public assets libraries, assets research criteria, selection, manual editing,

Cross workflow through Substance Painter texturing, Zbrush texture exporting, 3Ds Max texture

Project fases production, from functional prototyping to released project versions

Characters, Items, modular environment creation, manual and automatic retopology techniques, seamless and package uvs deployment best practices, LODs and complete assets setup for engine

Texturing, Shaders and Material creation

Rigging and Animation Implementation in Unreal Engine

2018 - 2019. 3D Artist

Environment Artist for Archviz industry

Execution and Engine Implementation

3D Artist for vehicles assets project

Marketing content creation

Immersive Interactive. Madrid, Spain

From basic animation blocking concepts to complex character movements per fase animations Character models rigging, bodie and Facial, use of dummies for physics simulations Skeletal meshes implementation, including Unreal Engine animation blueprint programming

General engine functions, assets management best practices

Coaching team members on internal protocol implementation

Asset Libraries management and maintenance

Lighting configuration for indoor environments

Destructible car parts modeling system creation

Version control team workflow (Perforce) Precise execution of internal tools protocols

Task distribution systems for static light backing (Swarm)

3D Assets modeling, shading, texturing for Unreal Marketplace

Create and document workflows for the production team

Seal copy-write creation for Unreal Marketplace products

User Interface, buttons and other user inputs events Indoor and outdoor environment creation, Landscape, vegetation and lightings best practices and Particle Systems (Cascade system) integration in gameplay Ingame Cinematics implementation, postprocess effects and basic camera photographic principles

Creation of projects from scratch, blueprints basic programming assets functionalities, project

Modeling, shading, texturing and lighting environments, optimized for VR and Mobile applications

Assets project implementation on Unreal and Unity Engine, for VR and Mobile packaging

Event Design

Event Desingner & Project Manager

Marketplace art design General product sealing analysis and marketing advisement

2016. Freelance Project Manager and Designer

2015-2016. Freelance Art Director

Pepsi-Cola. Caracas, Venezuela

2015-2016. Freelance Creative and Art Director America Energy. Miami, USA

Cosmosonic Productions. Barcelona - Madrid, Spain

2015-2016. Freelance Creative and Art director Empresas Polar. Caracas, Venezuela

141 Coimbra Soho Square. Caracas, Venezuela

2011-2015. Art Director, Event Designer, Project Manager

Contemporary Art Visual Artist & Producer

Conceptualization, design and production of brand event, modular furniture.

Project Manager, Marketing, promotion and logistic of the 3 Latin Grammy

Design and production of printed graphic and video promotional material

Art director, stage design, production assistant for the live broadcasting show

Conceptualization, design and production of brand event, modular furniture

award winners Los Amigos Invisibles Spain tour

Pepsi Music Awards 2015 and 2016

Work in approx 10 projects / year

Contemporáneo del Zulia, Maracaibo 2015. Acera N1. El Anexo/Arte Contemporáneo, Caracas 2011. Leonela. El Anexo/Arte Contemporáneo, Caracas

Awards

inmersión Instituto PIVÔ de São Paulo, Brasil

2012. Mención Honorífica en el XII Salón Supercable de Jóvenes con FIA, Centro Cultural Corp Banca, Caracas 2009. Beca Art Jove. Secretaria de Joventut de la Generalitat de Catalunya, Barcelona 2009. Mención Honorífica a Expediente Académico, Premio

2015. Beca Fundación Patricia Phelps de Cisneros. Programa de

2014. PINTA. The Modern and Contemporary Latin American Art Show, Miami, USA 2014. Panorámica. Arte Emergente en Venezuela (2000-2012), Sala TAC, Caracas 2013. Brerart, Contemporary Art Week. Milano. Italia 2013. Fotonovela, Foro Latinoamericano de Fotografía, Sao Paulo, Brasil 2012. XII Salón Supercable de Jóvenes con FIA, Caracas. Mención Honorífica

Grup Exhibitions

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2016. PINTA. The Modern and Contemporary Latin American Art Show, Miami, USA 2015. XVIII Salón de Jóvenes con FIA, Caracas. Ganador Residencia Instituto PIVÔ de São Paulo, Brasil. 2015. Contra Paisaje, El Anexo/Arte Contemporáneo, Caracas

2012. Salón Jóvenes con FIA, Caracas (2009), El Quinquenio, La Caja, C.C.Chacao 2009. Proyecto SAL, Sant Andreu Contemporani, 2009, BCN, España 2009. Domesticació, Sala d'art Jove de la Generalitat de Catalunya, BCN, España

2015. Programa de inmersión Instituto PIVÔ de Sao Paulo-Patricia Phelps de Cisneros, BrasilUniversidad de Barcelona

Mobility / Residence Programs

EDUCATION

• **2010. Degree in Fine Arts.** University of Barcelona. Barcelona, Spain.

Graduate with honours (award-winning for academic expedient).

• 2004. Technical degree in illustration and Design. Escola Superior d'Art y Disseny Serra i Abella. Barcelona, Spain.

- **CONTACT**
 - STUDIO



Solo Exhibitions 2016. Hernecia. Galería D'Museo, Caracas 2015. Patrimonio Nacional: Melodrama y Poder. Museo de Arte 2005. Decostrucción. Sala Macià de Barcelona

Extraordinario Universidad de Barcelona

• 2018. Master's degree in 3D design for Video game and Virtual **Reality - Official of Autodesk.** CICE, Professional School of New Technologies. Madrid, Spain. • 2018. Master's degree in Video game and Virtual Reality development - Official of Unity Engine. CICE. Professional School of

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2022

New Technologies. Madrid, Spain.

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