

Fausto Sciallis

3D HardSurface Modeler | Texture Artist

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Showreel: <https://vimeo.com/faustosciallis/2016>

Artstation Portfolio: <https://laciodrom.artstation.com/>

Linkedin: <https://www.linkedin.com/in/faustosciallis/>

About Me

When I was a kid I loved videogames and games art. I am an enthusiastic hard worker. I believe in personal growth. I like to be inspired by my teammates and I'm always ready to share my knowledge and experience. I love modelling and texturing while also enjoying scripting in mel language.

TECHNICAL SKILLS

Software: Autodesk Maya, Adobe Photoshop, Substance Painter, Marmoset Toolbag, Substance Designer, Xnormal, Unreal Engine 4.

Scripting: MEL, HTML.

EXPERIENCE

Freelance 3D Artist - 3D Modeler Texture Artist

2006 - Present

Kronos 4D - 3D PROP Artist

March 2018 - August 2018 - Crotona, Italy

Artrade S.r.l. - 3D Generalist

August 2008 - January 2009 - Catanzaro, Italy

EDUCATION

Corso Base Pixologic Zbrush

Zbrush basic course by Daniele Danko Angelozzi (2016)

Scuola Internazionale di Comics

3D Maya course - Vote 29/30

Università degli Studi della Calabria (Unical)

Degrees in Arts, Music and Cinema - Vote 105/110

ITIS - Technical Institute

Degrees in Electronics and Telecommunications- Vote 90/100

ITIS - Technical Institute

European Computer Driving Licence (ECDL)

Schneider Electric

PLC course by Schneider Electric

INTERESTS

Cinema, Games, New Technologies, Photography, Cooking.

Available To Relocate