



NUNZIO ONORATI



📍 Rimini - RN (47853), Italia

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Sex: Male

Date of birth: 10/05/1986

Nationality: Italian

PREFERRED JOB:

Project Manager - Senior 3D Generalist



WORK EXPERIENCE

November 2016 – [present]

Senior 3D Modeller - 2D CAD technician

Engineering Dept. - “**Colombini Group S.P.A.**” (www.colombinigroup.com) - San Marino Republic

- **3D parametric** Cad/Nurbs models of furniture and appliances for **Febal** and **Colombini** e-commerce
- **Mounting** and production **instructions**; 2D drawings and CNC/CAM machine programs

February 2015 – June 2016

Web & Mobile Supervisor - Senior 3D Generalist

Engineering Dept. - “**Gamma Arredamenti International S.P.A.**” (www.gammarr.com) - Forlì

- 3D designer: detailed 3D models and **photorealistic rendering** (Maya/Vray) luxury sofas/complements
- 2D Graphic designer: publishing of **catalogues** e **price lists**, retouch in Photoshop for **Advertising**
- Web/Mobile Supervisor: managing of corporate **website**, UI/UX design and debug of mobile **3D App**

October 2009 – January 2015

Project Manager - Senior 3D Generalist

Pixel Engine Company S.a.S (www.pixelengine.it) - Cadriano of Granarolo Emilia (BO)

- In charge of R&D, scripting tools in MEL with UI, **render times** optimization (up to 80% less)
- Supervisor and 3D generalist for renderings and **videos**: Miele, **Meliconi**, Roncato, Nostromo, Alinox, Baron, **Bartscher**, Mareno, Carpigiani, Datalogic, **Philips**, Saeco, Movado and “Scuderia **Ferrari** SPA”

March 2008 – December 2008

3D Generalist - Web & Graphic Designer

- Design of corporate identity, website optimization for crossbrowser sites (W3C standard)
- Technical collaboration with Studio Schiattarella (www.studioschiattarella.it) - Roma:
 - International contests: Escuela Española Roma (1st prize); Sopraelevata di Savona (3rd prize)



EDUCATION AND TRAINING

March 2009 – August 2009

Master in Computer Graphics –Photoshop and Maya certification

BigRock Academy - Ca' Tron, Treviso

- Modeling, lighting, shading, animation, layouting, scripting, rigging, rendering and compositing

October 2005 – January 2009

Bachelor Degree in Industrial Design - score: 110 / 110 cum Laude

First Faculty of **Architecture** “L. Quaroni”, Industrial Design (cl. 42) - Rome

- Graphics, typography, photography, marketing and design: product, interaction, interior and public

September 2000 – June 2005

High School Diploma in Math and Science Academy - score: 89 / 100

Liceo **Scientifico** “A. Volta”, experimental course of “Mathematics and Computer Science ”- Foggia



LANGUAGE SKILLS

Mother tongue Italian

	COMPREHENSION		SPEAKING		WRITING
	Listening	Reading	Interaction	Oral production	
English	B2	C1	B2	B2	C1
Spanish	A2	A1	A1	A1	A1



COMPUTER SKILLS

- Operative Systems**
- **Windows:** expert user, advanced configuration of hardware, softwares and O.S. ★★★★★
 - **Mac / Linux:** O.S. and softwares installation and configuration ★★★★★☆☆
- Softwares**
- **Maya, Vray, MaxwellRender, Photoshop, Rhinoceros, Inventor, Office** ★★★★★
 - Autocad, Illustrator, Indesign, Dreamwaver, After Effects, 3ds Max, Arnold ★★★★★☆☆
- Workflows**
- Every part of the **3D production** process: from sketch (or CAD) to the **Full CGI** photorealistic video: 3d modeling, lighting, shading, animation, layouting, scripting, rigging, rendering and compositing
 - Excellent ability of **MEL** and MaxScript scripting of tools with GUI
 - Excellent ability of supervise **UI/UX** and manage **HTML, CSS, Javascript** (frameworks) code
 - Expert of **classic graphic**: flyers, corporate identity, postproduction, photo editing and color grading



PROFESSIONAL SKILLS

- Organizational & Managerial**
- Reverse engineering of complex systems, **problem solving**, critical thinking
 - Organizing of production pipeline, choosing softwares, **tasks** planning and budget estimating
 - **Motivating** and coordinating the team, negotiating with suppliers and business partners
 - Elaborating strategies through analysis pro/cons, for judgement and **decision making**
 - Respecting of **deadline**, also under pressure, autonomous management of tasks in shared projects
- Artistics**
- Choosing and matching colors, fonts and styles, great equilibrium of visual languages
 - Excellent competence in **photographic techniques** and scene/subject lighting
- Others**
- Welding (tin), Arduino programming, creation of High Density Polystyrene prototypes
 - Driving License: B

Some companies I have collaborated with:

