MANUEL RUBERTO

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SENIOR 3D MAYA GENERALIST & CHARACTER/CREATURE MODELLER
TV Commercials | Documentaries | Music Videos | Automotive | 3D Medical Animation | Previs

Versatile, results-driven professional with 16+ years of experience in CGI as a Generalist, including 5+ years as a Character/Creature modeller. Very meticulous, patient and a quick learner. Exceptional anatomical knowledge with a good eye for details, lighting, textures and shapes. Creative and imaginative character modeller, able to interpret the Art-Director's wishes and\or to create and adapt different styles. Accomplished leadership abilities as supervisor and excellent team member when working directly under Supervisors and Directors. Avid learner, always up-to-date with my tools and a great problem solver with focus on deadlines. Most of my career happily consisted of freelance work for TV productions but I am now open to permanent positions, contracts and I am extremely keen to start working on feature films.

- ✓ High Definition Modelling
- ✓ Low Poly Modelling
- ✓ Organic Modelling
- ✓ Blend Shapes
- ✓ Flex Shapes & Correctives
- ✓ UVs & Texturing
- ✓ Shading
- ✓ PBR Materials
- ✓ Lighting & Rendering
- ✓ Animation
- ✓ Camera animation
- ✓ Motion Graphics
- ✓ Motion Capture

Autodesk Maya ♦ Pixologic Z-Brush ♦ Substance Painter ♦ Arnold ♦ V-Ray ♦ Adobe Photoshop ♦ Adobe After Effects

Professional Experience

2022

3D Generalist and Character Designer\Modeller - freelance
➢ **Unreasonable Studios** → Client: Rimowa → Media: Commercial → **My Tasks**: Modelling, Texturing, Animation, Camera Animation, Lighting & Rendering.
➢ **Blink Animation** → Media: Short Movie Pitch → **My Tasks**: Character Modelling.

2021

3D Generalist and Character Designer\Modeller - freelance
➢ **Pebble Studios** → Client: LinkedIn Elevate → Media: Virtual Assistant → **My Tasks**: Character Design and Character Modelling.
➢ **Lola Post Production** → Client: BBC → Media: Documentary → **My Tasks**: Designing and Creating models for several realistic dinosaurs.

2020

3D Generalist and Character Designer\Modeller - freelance
➢ **Twenty Twenty** → Client: L Divine → Media: Music Video → **My Tasks**: Camera Animations.
➢ **Pebble Studios** → Client: LinkedIn Elevate → Media: Virtual Assistant → **My Tasks**: Character Design and Character Modelling.

2019

3D Generalist and Character Designer\Modeller - freelance
➢ **Sliced Bread Animation** → Clients: Hitachi, Brainstorm, StemCells → Media: Short Films → **My Task**: Modelling, Texturing, Animation, Camera Animation, Lighting & Rendering.
➢ **Luminaries** → Client: Pink Concert → Media: Documentary Film Previs → **My Task**: Scenes Layout.
➢ **Blink Ink** → Client: Adidas → Media: Commercial → **My Task**: Character Design and Character Modelling.
➢ **AstraZeneca** → Client: AstraZeneca → Media: Commercial → **My Task**: Character Design.

2018

3D Generalist and Character Designer\Modeller - freelance
➢ **Aardman Animations** → Client: WeFlip → Media: TV Commercials → **My Task**: Character Design, Character Modelling and Texturing, Props Modelling and Texturing.
➢ **Nexus Studios** → Client: British Heart Foundation → Media: Sculpture Installation → **My Task**: Character Design and Modelling.
➢ **Dimension Studio** → Client: Nike → Media: Commercial → **My Task**: Scan Data Cleaning.

2017

3D Generalist - freelance
➢ **1st Ave Machine** → Clients: McKinsey, Chubbs → Media: TV Commercials → **My Task**: Scenes Layout and Previs.

2010 to 2016

3D Generalist and Supervisor - freelance
➢ **Partizan Lab** → Clients: Weight Watchers, Carphone Warehouse, O2, Velvet, Whole, Acer, Dizzee Rascal, Lemsip, European Parliament, 3M, Huggies, Shell, Protect Your Bubble, Ubinet, YouTube → Media: TV Commercials and Music Videos→ **My Task**: Modelling, Animation, Camera Animation, Shading, Texturing, Lighting & Rendering.
➢ **Imagination** → Clients: Jaguar & Land Rover, GeneU, Genonyx → Media: Automotive, Re-Brandings and Commercials → **My Task**: Modelling, Animation, Camera Animation, Texturing, Lighting & Rendering.

2013

3D Character Modeller - freelance
➢ **Yazino** → Client: National Lottery → Media: Online Video Game → **My Task**: Character Modelling, Texturing, Rigging, Shading, Lighting & Rendering.

2012

3D Generalist - freelance
➢ **Hooper Productions** → Client: Msheireb → Media: Short Film → **My Task**: Animation, Rigging, Motion Capture (at Pinewood Studios) and Cloth Simulations.

2009 to 2011

3D Generalist - freelance
➢ **Public Creative** → Clients: National Lottery, K-Swiss, Nicorette → Media: Online Video Games, Real-Time 3D, Web Commercials → **My Task**: Character Design, Character Modelling, Props Modelling, Rigging, Animation and Character Animation, Camera Animation, Shading, Texturing, Lighting & Rendering.
➢ **Th1ng One** → Clients: BBC, Airwick, Ciba Vision → Media: TV Commercials, Opening Titles and Printing → **My Task**: Modelling, Motion Graphics, Shading, Texturing, Lighting & Rendering.

2008

Junior - 3D Max Generalist - permanent
➢ **Special Moves**: My first job here in the UK. Amazing company, amazing people. I left only because I wasn't too fond of 3D Max but mostly because the projects weren't challenging enough and I decided to become a freelancer.

2006 to 2007

Junior - 3D Artist - permanent
➢ **3D Vision** (aka "The Third Division"): My first job as a 3D Artist shortly after I finished my studies. Our main client was MTV Italy and it's been, at that time for me, the perfect environment.

Education

2005 to 2006

3D Operator for Cinema and TV
Computer Graphics course focused on Maya software - Milano, Italy.

2000 to 2005

MA in Fine Arts: Sculpture
Fine Arts Academy of Brera - Milano, Italy.

2004

Video Editor and Compositor
Course focused on Adobe package - Milano, Italy.

1995 to 1999

Art High School Diploma
College of Arts in Busto Arsizio - Varese, Italy.