

INFORMAZIONI PERSONALI

Mattia Galli



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Sesso M | Data di nascita 13/02/1981 | Nazionalità Italiana

ROLES

Designer, 3D modeler for virtual and 3D printing market, video compositing, visual content productions, animator, illustrator

PROFESSIONAL
TIMELINE

January 2016 - ora

Assistance, tutoring, project developer

ITALYMaker, via Giovita Scalvini 3, Milano

Developer on Arduino projects, fixing hardware and software on broken machines, developer of 3D printing projects from scratch to design to final printed part.
Tutoring activities for young students and professionals that want to acquire skills in operating machines or creating 3D models.

Area of competence 3D print, industry 4.0

September 2016 - ora

Teacher

CFP Canossa, fondazione ENAC, Magenta

Teacher for high school on graphical topics. 3 different courses held on Animation, Video compositing and 3D modeling.

Area of competence Tutoring

October 2019 - ora

Arduino expert

Alessandro Guzzetti

Alessandro Guzzetti is a well known Italian kinetic artist. I am the one that offers him solution to deliver interactive sculpts for his exhibition. I work with electronic and automation to deliver electronic that can be mounted inside the art piece providing software and hardware solutions

Area of competence Arduino development

August 2021

UI/UX developer

Nike Europe

Custom UI development for video player on Raspberry for Nike Europe event featuring Cristiano Ronaldo.

Area of competence Python development, UI Design

March 2021

Video compositing for YouTube intro

Wattles, minecraft youtuber

Compositing for intro of "Lucky Blocks" series for youtuber Wattles, Minecraft themed. Video and motion graphics compositing on Davinci Resolve
[Video](#)

Area of competence Video compositing, motion graphics

January 2011 - November 2016

Flash AS3 developer and animator, Unity 3D

FME Education, Via Cardinal Branda Castiglioni 7, Milano

Freelance developer for company projects that involved educational and entertainment game productions with AS3 and Unity technology. The project were distributed on the company

portal to paying customers. One of the projects involved the production of a MMO with customization of characters and internal economy. Curator of development and graphics on numbers of projects as well team working with external illustrators.
Learning objects produced where all age form children to high school.

Area of competence WEB and digital publishing

May 2014 – June 2014

Learning objects developer for professionals

OpenWorks

Medical learning object project to develop skills on professional nurses working as anesthetists. It was used in statal and private hospistals around Italy

Area of competence E-laerning for professionals

March 2012 – April 2012

After Effects animation and compositing, 3D modeler

Abridge, Milano for as final partner LucadFilm Ltd

Design of 3D assets for scenes in the series for Youtube Force Clash sponsored by Hasbro and LucasFilm Ltd with Maya and greenscreen synch technology.
Compositing and special FX animator for the project as well on After effects. Greenscreen compositing and interface FX on the videos.

[Videos](#)

Area of competence Montaggio video ed effetti speciali

March 2010 – October 2010

Assistant director on animated TV Series The Qpiz

NeoNetwork, Milano bradcasted on RAI Gulp, Roma

Assistant Director for animated series produced by RAI Gulp The Qpiz, 52 episodes 2 min 30 sec each.

Timing on final speech audio of storyboards to convey the animators the right timing to produce the scenes.

Software Toon Boom Storyboard pro.

Area of competence Assistant director for Animated TV series

March 2010 – October 2010

Assistant director on animated TV Series Davincibles

NeoNetwork, Milano bradcasted on RAI Gulp, Roma and Moonscope, France

Assistant Director for animated series produced by RAI and Moonscoop The Davincibles, 52 episodes 12 min each.

Timing on final speech audio of storyboards to convey the animators the right timing to produce the scenes.

Software Toon Boom Storyboard pro.

Area of competence Assistant director for Animated TV series

December 2009 – January 2010

Flash tutor for development and animation

MottaOnline, Milano

Update professional lessons for Flash development ad animation. The course was on low to high use of development for interactive components with the standard library.

Use of the IDE to link the graphical elements to the code for final products. Exporting and packaging for OS, mobile with Adobe AIR or Web as needed.

Area of competence Porfessional tutoring

October 2009 – November 2009

Animator and developer for videogame series

La Repubblica, Milano project "Gioco&Imparo" on 14 CD Roms

Developer of contents for the series for national newspaper and supervisor per the final tweaks before publishing.

I was in charge to deliver the final master checked in all parts. All the games in the CD must work together, save status and deliver the final score.

Developed in Flash with AS2

Area of competence Animation and Action script development

June 2009 – July 2009

Grafico

Riestablishment Enzo Piattini (606-8317 Kyoto, yoshidahonmachi 276)

Menu production for Kyoto based Italian Restaurant, graphics and layout

Area of competence Graphic design

February 2009 – March 2009

Character designer

Film "The boys who saved the world", London (independent movie)

Freelance work for independent movie that wanted to mix real life scenes with animated ones. I studied the character design style based on the actual actors.

Area of competence Character Design

February 2009 – March 2009

Color for animated scenes

Short "Today Only" for Festival UK, London

Authorial project on which I colored scenes with palettes in Photoshop. Broadcasted first time in BFI London for the Short Film Festival in 2009.

Area of competence Color artist

January 2009 – February 2009

3D Animator, Maya

Sony Picture- Mass Animation- Reel FX, Los Angeles

Freelance animator for the short film produced by Sony "Live music" in cinemas in 2009. Maya animation of whole scenes assigned to me by the director.

Area of competence CGI

March 2007 – March 2008

Graphic design

Giliberti Studio, Firenze

Graphic designer for paper publishing, virtual advertisement and websites. Various mansion: managing the photo archive, digitalize photos and films, picture correction with Photoshop, vector production with Illustrator, interactive websites in Flash, layout production with Indesign and export final products ready to print.

Area of competence Graphic design

August 2006 – September 2006

Traditional animatoion Clean up artist

Greenmovie, Milano for La Settimana Enigmistica

Right after graduation I was called to make a TV spot for an Italian crossword newspaper. I was in charge of clean up.

Area of competence Clean up artist

December 2000 – January 2000

Graphic design

Studio Panerai, Firenze

I worked with a famous painter from Florence, Gabriele Panerai, to produce a zinc plate with a Christmas decoration for a central shop in Florence. The painter gave me art direction to transform his ideas in a digital product that could be printed and managed on metal.

Area of competence Aristic installation

SCHOOL CAREER

(2002 - 2006)

Multimedia Animator and Illustrator

95/100

Istituto Europeo di Design, via Sciesa 4, Milano

- Traditional illustration
- Digital Illustration
- Virtual painting
- Vector illustration and design
- Traditional animation
- Digital animation

PERSONAL SKILLS

Native language Italian

Other languages

	COMPREHENSION		SPEECH		WRITING
	Ear	Read	Interaction	Speech	
English	B2	B2	B2	B2	B2
French	A1	A1	A1	A1	A1

Communication skills

- Team work and customer interaction
- Work on tasks and advice on new technologies and solutions
- Teaching coach on educational tasks to improve skills

Managing skills

- Used to manage independent work or integration with other collaborators with respect of the deadlines
- Manage information, assets and work flux to stay in the right spot of the production chain
- Production of documentations, white papers and instructions to make easy the next steps of the production on the job

Professionals Skills

- *Traditinal animation:* character design, in-between, clean up, script, story board, layout stop motion.
- *Computer animation:* OpenToonz expert, paperless animation with bitmap and vector software.
- *Vector Animation:* internet, TV and video production with Adobe Animate and Toon Boom Studio.
- *3D:* Maya unlimited rigging, model and animation middle level
- Blender 3D rigging, model, animation expert level, materials middle level
- *Video Compositing:* Video format and compression knowledge, editing with Davinci Resolve, Adobe Premiere e Adobe After Effects.
- Game and interactive content development with Adobe animate AS 2/3 and Unity3D with scripting C#.
- Multi platform user OS: Windows, Mac OS X e Linux for all basic tasks and advanced configurations for development software

Digital skills

SELF EVALUATION				
Information	Communication	Content creation	Security	Troubleshooting
High	High	High	Middle	High

- Computer animation University level

- Vector animation university level
- 3D: Maya learned on site with Sony, Blender 3D +20 years user since early versions of the software
- Video compositing Adobe Premiere, Adobe After Effects and Davinci Resolve learned with job related projects
- Interactive content development learned on site for job project related to Action Script and Unity 3D
- Windows, Mac OS X e Linux for all basic tasks and advanced configurations for development software. Learned for needs to change development platform on different projects

More skills

- Celtic reenactment
- skateboard
- videogames
- handmade little art
- bass player
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Driver license

A e B

Extra informations

Awards and groups

Riconoscimenti:

- March 2009: **Sony Contest “Mass Animation”**
- September 2008: **Candid Arts Projection room/Islington Arts Festival London.**
- July 2006: **Progetto di tesi, proiezione pubblica con giuria esterna**
- April 2004: **Mostra UNICEF, corto in stop motion “Once upon a time”**

ALLEGATI
