

GHERARDO ZURLA -LIGHTING ARTIST

via Albergoni 3c Crema
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Objective Position as lighting artist – textures painter

Experience

2010

CG Artist, MWPowerLab srl, Milan, Italy
Provided 2d concepts, models, textures, lights and renders
for Real Time Applications, commercials and animated short
film

2010

CG Artist, Avant-garde snc, Italy
Provided 3D integration, rotoscoping for music video

2009

CG Artist, Bloompix srl, Milan, Italy
Provided 2d concepts, models, textures, lights and renders
for commercials, short film, and feature film

2009

CG Artist, Avant-garde snc, Italy
Provided 3D integration, camera tracking, keying
for TV Commercial

Education

2009

3 Years Degree, *Virtual Design*
IED – Istituto Europeo di Design, Milano
Graduated cum laude

Software Proficiencies

Maya, Photoshop, Nuke, After Effects, Zbrush, Mudbox,
Renderman for Maya

Other Skills: good knowledge of color and composition,
photography, hand drawing and sculpting,
experience in texture painting, visual
development and rigging

Languages: Italian, English