GIUSEPPE FLORA

3D ARTIST - HOUDINI/UNREAL

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About

Skilled 3D Artist and Motion Graphic Designer with vast experience in creating CGI content.
My craftsman skills and enthusiasm for science are key for my creativity.
Adept in Cgi, Motion Graphic, and Architectural Projection Mapping.

Education

Techical Art in Unreal Engine 5
2024 - Prometeo-Lab
(Epic authorized training center)

Digital & Virtual Design Degree
2005-2008 - Istituto Europeo di Design
I.E.D. - Roma - Italy

Scientific High School Diploma
2000-2005 - Liceo Scientifico
G. De Lorenzo - Lagonegro - Italy

Softwares

• SideFX Houdini

• Unreal Engine 5

• Touch Designer

• Maxon Redshift

• Substance Suite

• Adobe Suite

Soft Skills

• Dependability

• Teaching

• Problem Solving

• Project Management

• Critical Thinking

• Organization

• Effective Communication

Languages

• Italian: Native

• English: Fluent

Experience

2023 **Amleto by Paolo Valerio - Arena di Verona**
- 3D Modeling and Animation
- VFX creation
- Texturing and Shading

2022 **Logo VFX - IneoMediaGroup**
- VFX concept and creation for an animation of the new IneoMediaGroup logo.

SpellBound - IneoMediaGroup
- VFX concept and creation for the pilot episode of Spellbound Tv Series.

2021 **Plácido Domingo "NUITE ESPAGNOLE 2021" Montecarlo - Ariosi Management Sagl**
- 2D and 3D content creation for Opera Projection Mapping

Börte, an historical novel. - D-Wok
- 2D and 3D content creation for LED wall display

2020 **Shenzhen Augmented Data Sculpture - PLD Marketing & Planning Co. Ltd**
- Design of the Data Sculpture of Shenzhen using real datas.
- 3D Modeling and Animation for the Visual Installation with Houdini FX.
- Texturing and Shading with Substance Painter.

4D Suite - Ivis Technologies.
- 3D modeling and animation with Houdini FX.
- Texturing and Shading with Substance Painter.
- VFX integration with Adobe After Effects.

2019 **Ravenna Festival, Trilogia d'autunno 2019 - Arena di Verona**
- 3D Asset Creation with Houdini FX.
- 2D Content Creation and Animation with Adobe After Effects and Element 3d.

Plácido Domingo 50 -Arena Anniversary Night 2019 - Arena di Verona
- 3D Modeling and Animation for Architecture Projection Mapping.
- 2D Content Creation and Animation with Adobe After Effects and Photoshop.
- VFX Creation with Adobe After Effects.

Gala Plácido Domingo, Noche española 2019 - Ariosi Management Sagl.
- Architectural Modeling of "Terme di Caracalla" based on photoscanned sequences on location.
- 3D Modeling and Animation for the event.
- Texture creation with Substance Designer and Painter.
- VFX Creation with Adobe After Effects.

2018 **Andrea Bocelli, Andrea Chenier - CitySound & Events S.r.l.**
- Content creation for Architectural projection mapping.
- 3D modeling and animation for the opera, with Houdini FX.
- 2D content creation with Adobe Photoshop and After Effects.

2016 **Divina Bellezza - Unità C1**
- 3D Architectural Modeling of Siena "Duomo Nuovo" with Autodesk Maya,
  based on photos and Autocad Blueprints.
- Fluid Simulation with Houdini FX.

2015 **Legenda Aurea - Unità C1**
- 3D Architectural Modeling of Rome "Colosseum", based on photoscanned sequences.
- 3D Modeling and Animation with Autodesk Maya.
- 2D and Vfx content creation with Adobe After Effects.

2014 **Sony PS4 launch - Unità C1**
- 3D Modeling and Animation with Autodesk Maya for the "spaceship" chapter of Castel S.Angelo.