



# Luca Alberti

Junior 3D Environment Artist

Varese

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https://albertiluca.github.io/

Nazionalità: Italiano

## Skills

Software & Technologies	Programming Languages
Autodesk Maya, Unreal Engine 5, ZBrush, Unity, Adobe Premiere, Adobe After Effects, Adobe Photoshop, Google AI Studio, GitHub	Blueprint, Python, C#, C++, Java, JavaScript
Game Design Skills	3D Art & Environment
Systems Design, Level Design & Blockout, Narrative Design & World-Building, Quick Prototyping	Environment Art & Level Art, 3D Modeling & Digital Sculpting, PBR Materials & Texturing, Lighting & Composition, Asset Integration & Optimization

## Interests

### Self-Taught Musician

Guitarist and Bassist with a passion for Blues and Grunge genres

## Certifications

### Autodesk Maya Certified

Specializing in Character Pipeline

## Languages

Italiano Native

Inglese Professional Proficiency - B2

Junior 3D Artist with a specialized Master's from BigRock and a strong technical foundation in Computer Science. Passionate about creating stylized, immersive environments and bringing worlds to life. Proficient in **Autodesk Maya** and **ZBrush**, with extensive practical experience integrating assets and building levels in **Unreal Engine 5** and **Unity**. I combine artistic sensibility with a deep understanding of technical pipelines for real-time applications.

## Education

Università degli Studi dell'Insubria Computer Science

Hardware & Software Theory

Bachelor's Degree

**Thesis:** Design and Development of a 3D Video Game Prototype with the Unity Engine

### Relevant Coursework:

- Algorithms and Data Structures
- Software Design
- Image Processing
- Computer Architecture
- Concurrent and Distributed Programming

Bigrock - Institute of Magic Technologies Videogame Design

Softwares, Engines & AI

Master

### Relevant Studies:

- Knowledge of Unreal Engine 5 (study of physics and particle physics)
- Software development using Blueprint programming and C++

## Projects

### Titolo: 3D Environment & Level Prototype (Unity)

A thesis project focused on the complete creation of an interactive 3D level

### Thesis Project in Interaction Design

#### Key Contributions:

- Designed and built** the level layout, focusing on visual storytelling, composition, and player guidance.
- Modeled, textured, and integrated** all 3D assets for the environment using Autodesk Maya.
- Integrated and arranged** a mix of custom and pre-made assets to build the scene.
- Implemented lighting and post-processing** within Unity to establish the scene's mood and atmosphere.

### 2D Environment Art for a Promotional Game (UE5)

A 2D endless runner prototype created in 5 days for the STHIL brand.

### Gamification Project for Brand Engagement

- Key Contributions:**
  - Managed the integration of all 2D graphical assets**, including characters, backgrounds, and obstacles, ensuring consistency with the client's brand identity.
  - Contributed to the visual design** of the game's levels and UI elements.

## Personal Projects

### Audiobook & Educational YouTube Channel

https://www.youtube.com/@Debian\_Onironaut

Founder and creator of a YouTube channel focused on audiobook narration and educational content. This experience includes **audio recording and editing, video content creation, and community management**, demonstrating practical skills in **digital storytelling** and online platform communication