



## Luca Alberti

Junior 3D Environment Artist

📍 Varese

📞 [+393454549007](tel:+393454549007)

✉️ [@ luca.alberti.works@gmail.com](mailto:luca.alberti.works@gmail.com)

🌐 <https://albertiluca.github.io/>

🏳️ Nationality: Italiano

## Skills

### Software & Technologies

Autodesk Maya, Unreal Engine 5, ZBrush, Unity, Adobe Premiere, Adobe After Effects, Adobe Photoshop, Google AI Studio, GitHub

### Programming Languages

Blueprint, Python, C#, C++, Java, JavaScript

### Game Design Skills

Systems Design, Level Design & Blockout, Narrative Design & World-Building, Quick Prototyping

### 3D Art & Environment

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](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.