Alberto Scotti

Digital Media Student

A creative and engaging technological student who is curios of the late technology to create Short Movies, Web, Brand and 3D Designs, Animations and some music creations for advertising goals and personal projects. I was born in Italy but raised in France at a young age, and with Italian parents I became bilingual in French and Italian. I then moved to Singapore for 2 years and followed my studies in French and started to study Mandarin. Finally I moved to Hong-Kong for 3 year and finish my high-school.

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EDUCATION

BA Digital Media University of Leeds

09/2018 - 05/2021

Relevant Modules

- 2D Animation
- Interface Design
- Dynamic Web Programming
- Design for Digital Media

Digital Storytelling

- Motion Graphics
- Working in digital media teams

High School

French International School of Hong Kong

09/2015 - 05/2018

Certificate

Hong Kong

Leeds, UK

- French Baccalaureate (average mark of 13.5/20)
- Scientific pathway

WORK EXPERIENCE

Internship at 8be

8be is an agency that provides consulting, web development and production services

- Generating creative ideas for productions such as movies and adverts
- Adapting creative projects according to critics to target specific goals and audiences

Internship at Knorr-Bremnse HQ

02/2015 - 03/2015

Knorr-Bremse is a company that produces braking systems for road and rail vehicles Achievements

- Increased confidence in professional communication and teamworking
- Initation to the awareness of the company's organization through different sectors such as R&D and Communication-Marketing

SKILLS

Adobe Suite Blender Maya Substance Painter Unity Houdini

PROJECTS

Cybernetic Hand Model

12/2020 - 2/2021

Details

- Learned and experienced new techniques for hard surface modelling
- Textured the model through procedural textures in Blender
- Rigged the hand through various bones contraints

Car animation

09/2020 - 10/2020

Details

- Rigged a car with scripted drivers
- Animated the car motion along path constraint
- Parented various camera angles for a better visibility

Animation and Storytelling

03/2019 - 11/2019

Details

- Worked with new tools Adobe After Effects
- Expressed a story through a keyframed animation
- Understanded the workflow of 2.5D animations

Augmented Reality App

10/2019 - 1/2020 Details

- Worked witha Unity, Blender and Xcode (for iOS compatibility)
- Expressed creativity through 3D graphics working with AR
- Created a colosseum model on Blender and the app through Unity

Brand Designs

09/2018 - 12/2018 Details

- Worked with new tools, Illustrator, Photoshop, InDesign
- Expressed creativity through a created brand identity
- Created TV idents, Web Banners and Multiformat Campaign

LANGUAGES

Italian French English Mandarin

INTERESTS

