



Francesco

3D Artist

more at frankwy.artstation.com

About

I'm Francesco Conte a 3D artist in love with Lighting & LookDev. Moreover, I'm passionate for modeling and texturing.

Education

ILAS Academy

Pixologic ZBrush, 2019

3D graphics - Autodesk Maya, 2017

Genius Academy

Digital Painting master, 2019

Contact



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Naples, Italy

Experience

3D Artist, Second Life

2018 - present

- Low-poly modeling
- Texture painting
- Baking, rendering, post-production

Private Teacher, Freelance

2021 - present

- Maya, Blender (Arnold, Cycles)
- Substance Suite, zBrush

3D Artist, AILIME S.R.L.

2021 - 2022

- Procedural texturing
- Lighting, LookDev, Rendering

Creative Director, Enoder Store

2020 - 2022

- Graphic & Motion design
- Post-production