



Website



ANDREA MAGNANI

3 D A R T I S T

PERSONAL DETAILS

Birthdate: May 9th, 1993

Address: Via Olmarello 25
Castelnuovo Magra, SP

Email: andmag.art@gmail.com

SKILLS

- 3D Modeling - Blender
- Photorealistic rendering - Blender
- 3D Animation - Blender
- Photo/Video Editing - Adobe suite
- Graphic Design - Adobe suite

LANGUAGES

- Italian - Native speaker
- English - Fluent (C1)

ABOUT ME

Since a young age, I've always had a passion for drawing and animation. That's why, after finishing high school, I chose to study at an art academy in Florence. After graduating, I began working in the marketing department at Matec Industries.

I am a sociable person and work well within a team. I have strong problem-solving skills and can perform effectively even under tight deadlines.

WORK EXPERIENCE

(2021 - 2025)

3D Artist

Matec Industries - Marketing Department

As part of the Marketing Department, I created photorealistic 3D renderings of industrial plants for commercial purposes, including integration of the model into images of the client's construction sites.

I also developed 3D animations to demonstrate the working principles of the company's machinery.

Alongside the 3D projects, I supported the marketing team with video editing, photo retouching, and occasionally contributed to the design of basic marketing graphics.

EDUCATION

(2020 - 2021)

Certificate in 3D Modeling and Animation

TheSign - Comics & Arts Academy, Firenze

3D Modeling and animation course for ZBrush, Maya and Blender. - Final grade: 30/30 with honors

(2016 - 2019)

Certificate in 2D Animation

TheSign - Comics & Arts Academy, Firenze

2D Animation course for ToonBoom Storyboard Pro and Harmony.

Took part in the making of the animated short "Spectrum". - Final grade: 27/30

(2007 - 2012)

High School Diploma

Liceo Scientifico Tradizionale T. Parentucelli, Sarzana

Scientific high school with emphasis on mathematics, physics, and classical subjects - Final grade: 70/100