



DANIELE BONACINI

FREELANCE 3D ARTIST

Freelance artist specializing in art production for video games, I have 5 years of experience as 2D artist and 3 years as 3D artist, with a background in illustration, comics and graphic design.

CONTACTS

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TECH & SKILLS



Photoshop



Illustrator



InDesign



Substance
Painter



Blender



Quixel
Bridge



Quixel
Megascan



Quixel
Mixer



xNormal



Unreal 5



Unity
2022+



Construct
2/3

Hard Surface 3D Modeling |
Texturing | Rigging | Concept Art
| Art direction | Visual
Storytelling | Storyboarding |
Animation | Illustration | Graphic
Design

Italian - Native

English - Working proficiency

EDUCATION

- Creative direction course, FORMart.
- 3D animation with Blender, Demetra Formation.
- Blender for videogames, IPID association.
- Technical multimedia and video game production, Demetra Formazione.
- Bachelor's degree, comics and illustration, Academy of Fine Arts of Bologna.

RELEVANT EXPERIENCES



Cliphanger, 3D animated short movie. Demetra Formazione. Aug 2023- Nov 2023

- I managed the art direction and a team of 3 other artists.
- I wrote the story, drafted a 50 frame storyboard and a 140 frame animatic.
- I directed the production of 43 3D film shoots.
- I animated 18 of these shots using Blender.
- I rigged and animated 2 characters and 2 props; cloth simulation of 12 props; composed layout and lighting of the 3D scene.



Project A.R.M. VR, Bamboo Innovation Studio. 3D Artist. Sep 2023 - Nov 2023.

- I designed 3 sci-fi robots with Photoshop.
- I modeled, rigged and textured 4 sci-fi robots and 1 subway car with Blender and Substance Painter.



Doneref Studios, Art Direction, Team Leading, 3D Artist. Oct 2023 - Sep 2024.

- I directed the artistic vision of 2 prototypes and a team of 4 other artists.
- I held 25 review meetings and assigned about 100 tasks for weekly sprints.
- I produced 2 3D character models, 3 character concept art, 2 environment concept art.



Of Lies and Rain VR, Castello Inc. 3D Artist. Feb 2023 - May 2023.

- I modeled, rigged and textured a set of 8 low-poly 3D sci-fi robots, using Blender and Substance Painter



Easy Red 2, Corvostudio. 3D Rigger. May 2023 - Jul 2023.

- I worked on rigging and skinning 30 military uniform models with Blender.



War of Wheels, Dreambits Studio. 3D Artist. Mar 2022 - Aug 2022.

- I modeled 40 3D environmental props with Blender and implemented them in-game with Unity.
- I optimized and made 40 props destructible with Blender and implemented them in-game using Unity.



Stonemachia, Crossfall Games. 3D Artist. Jul 2023 - Sep 2023.

- I modeled 30 environmental props and architectural elements with Blender.