

PIERO EMILI

pieroemili@gmail.com

Portfolio: <https://pieroemili.myportfolio.com/>

Mobile: (+39) 3293505315

PROFESSIONAL EXPERIENCE

- "Bringing voices to life" **animation** for The Children Society, 2017
- "Return" **animation** by me and Ruoyu Wang for English National Opera, 2018
- **2D Character Animation** "The Fire Next Time", by Renaldho Pelle, 2018
- **Clean up art** on "Klaus" by the SPA Studios, 2019
- **Clean up art** on "Antico Tempio" by Graphilm, 2019
- **Main Animator** for "Cuties" by Theo Scott, produced by BFI London, 2020/2021
- **Main FX Animator** on ad for Atomic Cartoons, 2020
- **Animation** and clean-up for Nexus Studios, 2020
- **Clean up**, Mosaic Films, 2020
- **Character art**, Supercell project "Everdale", for SunCreature studio, 2021
- **Concept art and illustration**, "BrawlStars" social media, by Supercell, for SunCreature studio:
January 2021 to July 2023.
- **Concept art and illustration**, for "Omada" game, August 2023 to current.

Competences: Character Design, Concept Art, Illustration, 2D Animation, Storyboarding.

Softwares: Clip Studio Paint, Photoshop, ToonBoom Harmony.

EDUCATION

- >MA Character Animation-Central Saint Martins (2016-2018)
- >Nathan Fowkes' Schoolism full courses (2014-2016)
- >Master's degree in Digital Illustration - NEMO academy of Florence (2012-2014)
- >Art High School diploma - Liceo Artistico Dosso Dossi, Ferrara (2012)