

# Andrea Boari – Character TD

**Born:** October 26<sup>th</sup>, 1984 – Verona (VR) – Italy

**Residence:** Via Ex Internati, 10 - 37026 Pescantina (Verona) – Italy

**Phone:** +39 340 1571484

**Email:** boari.andrea@gmail.com

**Web:** www.andreaboari.com

## Education

- **Big Rock** (Treviso, Italy) Master in Computer Graphics - Autodesk Certificates (Character Animation, MEL)

- **Faculty of Science MM. FF. NN.** (Verona, Italy) Department of Computer Science

## Work Experience

### *February 2010 – December 2011*

Ubisoft, Milan, Italy.

Worked on “Raving Rabbids: Alive & Kicking” and “Motion Sports” for Microsoft Xbox 360/Kinect as Character TD.

### *August 2009 – October 2009*

Fast Forward, Milan, Italy.

“Image Spot RSI”: Four spot produced for RSI (Swiss public broadcasting).

Worked as modeler and rigger:

- Character modeling and rigging
- Character Deformation/Skinning

### *January 2009 – February 2009*

“PetPals”: Short movie realized for Gruppo Alcini at BigRock Academy, Treviso, Italy.

Worked as rigger:

- Devices rigging
- MEL tools for pipeline optimization

## **August 2007 – August 2008**

Collaboration with Archi3 Srl (Piacenza) Italy.

Worked as programmer and graphic artist:

- Database and Multimedia applications development

## **Languages**

- Italian, english.

## **Computer Knowledge**

- Operating Systems: Windows, Linux, Apple Mac OS X
- Programming: Python, Qt, MEL, MAXScript, Ruby, C/C++
- Autodesk MotionBuilder
- Autodesk Maya
- Autodesk 3ds Max
- ZBrush
- Adobe Photoshop
- Adobe After Effects
- Microsoft Visual Studio .NET

## **Passions**

- Kung-fu practitioner (from 1998 - Chang Dsu Yao School)
- Digital Painting
- Astronomy

*I authorize the use of my personal data in accordance with Law 675/96.*

*Boari Andrea*