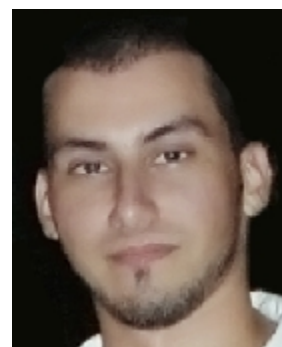


# CURRICULUM VITAE

## ENGLISH VERSION



### PERSONAL INFORMATIONS

Name and surname	<b>Luca Deriu</b>
Address	### PRIVACY - WEB VERSION ###
Telephone	### PRIVACY - WEB VERSION ###
Fax	### PRIVACY - WEB VERSION ###
E-mail	<a href="mailto:admin@d3vstudio.com">admin@d3vstudio.com</a>
Nationality	Italian
Birth date	### PRIVACY - WEB VERSION ### 1981

### WORK EXPERIENCES

• Period (since – to)	<i>January 2009</i>
• Company name	<b>HOEPLI Editore</b>
• Company type	Book Publisher
• Hired as	Autor and writer
• Main tasks and responsibilities	I wrote a technical manual of 400 pages, regarding 3dsMax and 3D graphics for architecture and design

• Period (since – to)	<i>Dicember 2007   today</i>
• Company name	<b>PlaySys</b>
• Company type	Design and Architecture visualizations, software's research and development, especially in realtime area.
• Hired as	Creative and technical director
• Main tasks and responsibilities	Managing contracts, work and tasks planning, creative direction and technical supervisor

- Period (since – to) *April 2007 | today*
- Company name **NABA, Nuova Accademia di Belle Arti Milano**
  - Agency type Arts academy
    - Hired as Teacher of Machinima, Web 2.0 and 3dsMax courses.
- Main tasks and responsibilities Teach the technical progress of 3D computer graphics, suggest the usage of realtime animations using game technologies and explaining the possibilities offered by the Web 2.0

- Period (since – to) *June 2007 | September 2007*
- Company name **Nespoli Studio**
  - Company type Design and architecture
    - Hired as Designer and 3D artist
- Main tasks and responsibilities Manage the internal renderfarm and setup scenes for renderings

- Period (since – to) *January 2007 | March 2007*
- Company name **Swatch**
  - Company type Fashion accessoires
    - Hired as Designer and 3D artist
- Main tasks and responsibilities Realize 3D prototypes of some wrist watches

- Period (since – to) *Dicembre 2005 | May 2007*
- Company name **Design Network**
  - Company type Design, architecture and video
    - Hired as Designer and video editor
- Main tasks and responsibilities Design and rendering of 3D elements for shops, video editing, compositing and interior design

- Period (da – a) *April 2006 | May 2006*
- Company name **Angelo Figus and Silvio Betterelli**
  - Company type Fashion
    - Hired as Video editor
- Main tasks Realize promotional spots, video editing and compositing

- Period (since – to) *June 2003 | September 2003*
- Company name **Arkema Studio**
- Company type Designer
  - Hired as Designer
- Main tasks and responsibilities Design and rendering of 3D elements for motorbike company (Motoguzzi) and fashion company (Scalzapensieri)

- Period (since – to) *June | September 2001 and June | September 2002*
- Company name **De Biasi Automatismi**
- Company type Mechanical
  - Hired as Employee and 2D graphician
- Main tasks and responsibilities Realize logo and commercials that will be printed on magazines or street exhibitors

## **SCHOOLS AND COURSES**

- Period (since – to) 2003 | 2007
  - School name *NABA - Nuova Accademia di Belle Arti, Milan*  
School of Media Design
  - Main subjects 3D art, 2D and 3D animations, videoediting and compositing, sound design, videogame design, script writing and movie direction courses.
  - Qualifications **Bachelor of Arts**
    - Grade 110 + honours

- Period (since – to) 2002 | 2003
  - School name *ENAIP, Mantova*
  - Main subjects Design, 3D art, 2D graphic, technical CAD.
  - Qualifications **Certified of technical design, interior design and 3D graphic**
    - Grade Very good (8/10)

• Period (since – to))	1996   2002
• School name	ITIS “E. Fermi”, Mantova
• Main subjects	Machanical and structural planning, phisics, math, chemistry, technical design (hand and CAD), CNC programming
• Qualifications	<b>Mechanical engineer – Technical supervisor</b>
• Grade	68/100

### **PERSONAL SKILLS**

*Acquired during experiences, life, career and not necessarily certified by courses.*

#### PRIMA LINGUA

#### ALTRE LINGUE

- Capacità di lettura
- Capacità di scrittura
  - Capacità di espressione orale

### **RELATIONAL SKILLS**

*Live and work with other persons, in a multi-ethnic ambient*

### **ORGANIZATION SKILLS**

*Coordination and administration of human resources, projects, tasks and budgets*

### **TECHNICAL SKILLS**

*Computer, machinery, tools*

### **ARTISTIC SKILLS**

*Music, writing, drawing*

### **OTHER SKILLS**

*Not previously mentioned*

### **Italian**

#### **English**

Advanced

Good

Good

In my professional experiences of designer and artist I grewed up excellent skills of communication with colleagues and clients. I'm able to develop software to help people communicate better in the work place.

Actually I manage business relations with clients.

Great skills of projects, tasks and jobs managing, respecting timings, materials and costs.

At the moment I'm administrating the work of different professional figures that works in agency or outside (sometime, for specific projects, they're worldwide).

3d Studio Max, Zbrush, Endorphin, RealFlow, Maya, SoftimageXSI, Cinema4D, AutoCAD, Rhino3D, Maxwell Render, Vray, mentalRay, FinalRender, Photoshop, Illustrator, Painter, Premiere Pro, After Effect, Encore DVD, Audition, FLStudio, Reason, Visual Studio, UnrealEd, DOOMed, Quark, Zenith Engine, Unigine.

Musical composition, book writing (tech manuals and novels) and 2D/3D sketches.

I attended Cambridge's Trinity College's summer courses and obtained certificates of english language. Industrial design, good knowledge of math, applied phisics, working process, passion and really good problem solving skills are my key features.

**LICENCE** Driver's licence

**ADDITIONAL INFORMATION** Personal web site [www.lucaderiublog.blogspot.com](http://www.lucaderiublog.blogspot.com)  
Company's web site [www.playsys.it](http://www.playsys.it)  
Old portfolio [www.d3vstudio.com](http://www.d3vstudio.com)

**I own a VAT licence that permits some business agevolations (expecially worldwide) and I have my own car**

**ATTACHMENTS**

\*You can archive this document for future business usage, but cannot share it without my written permission.

Milan, 16 May 2009

Luca Deriu

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