



ALESSANDRO OCCHIPINTI

Visual development & Story Artist, Graphic designer

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Work experience

Storyboard & Concept artist / DNArt Comunicazione S.r.l.

January 2017 - Current

Illustrator, Animator, Communication & Graphic Designer / DBF - Design Bunker Firenze S.r.l.

September 2014 - Current

Illustrator, Character designer, Storyboard Artist, Graphic designer / Officine Strane S.r.l.

March 2012 - December 2013

Illustrator, Graphic designer / Freelancer

2007 - 2012

Education

Scuola Internazionale di Comics (Firenze) / Diploma in 2D and digital animation - 29/30

2013 - 2016

ISIA Firenze / 2nd degree in communication and graphic design - 110/110

2011 - 2013

Università degli studi di Firenze / 1st degree in visual design - 110/110 Lode

2007 - 2011

Awards

1st Place in National Competition Comic and Illustration "Pencils for Peace"

Scuola internazionale di Comics - Firenze

Art skills

Illustration, Concept Art, Character Design, Storyboard Art, Background Art, 2D Digital Animation, Compositing, Video Editing, Graphic Design, Motion Graphics, Web Design.

Software skills

Graphic design and Illustration: Adobe Illustrator, Adobe Photoshop, Procreate

Compositing: Adobe InDesign

Animation: Toon Boom Harmony, Toon Boom Storyboard, Adobe Flash, Maya

Video Editing: Adobe After Effects, Adobe Premiere

Special Effects: Adobe After Effects

Web design: Adobe Muse

Languages

Italian: Native

English: Basic

Organizations

Buddhist Institute SOKA GAKKAI INTERNATIONAL

Professional Summary

Talented illustrator, visual development and story artist experienced in editorial and kid book illustration, hand drawing and digital animation sequences. Creative and innovative ready to use learned skill to enhance any production on the big screen or in video.

- Experienced in creating concept art for animation
- Experienced in illustration for editorial and digital use
- Experienced in creating 2D hand drawn and 2D computer generated animation using resources like Toon Boom and After Effects
- Study and history with character design and illustration
- Familiarity with visual story telling storyboarding and sequential art
- Proficient with a range of 2D animator tools including Adobe Photoshop, Toon Boom Harmony
- Able to travel for work if it's required
- Work very well in team, also under pressure