



personal information

First Name / Surname **Erika Signini**
Permanent Address **Via Visconti 14bis, 28010 Agrate Conturbia (NO)**
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work experience

- 2015 Graphic assets for **"Star Wars Rollinz"** at **Forge Reply**
- 2015 Graphic assets and animations for **"Chicco App Toys"** at **Forge Reply**
- 2015 Animation for the short **"Carlo"** at **Movimenti**
- 2015 Character design and props for the TV series **"Bat Pat"** at **Movimenti**
- 2014 Clean-up for **Geronimo Stilton - Grandi Storie**
- 2013/2014 Animation and graphics for games and apps, among which **Bravura - Quest Rush** and **SBK14 Official Mobile Game** at **Digital Tales**
- 2013 2D artist and animator for educational app **"Way for Life"** at **iMille**
- 2011/2012 2D artist for mobile game **"Sheep Up!"** at **BadSeed**
- 2011/2012 Character designer and animator for the 2D videogame **"Aloha from Hawaii"** at **Forge Reply**
- 2012 Illustrations for board games at **Post Scriptum**
- 2011 Character animator (Flash) for mobile apps at **Forge Reply**
- 2011 Junior concept artist for the videogame **"Raving Rabbids: alive & Kicking"** at **Ubisoft**
- 2010 Character animation for web game **"gli Amici del Mulino"**
- 2010 Background artist (clean-up, color) for the TV series **"The Qpiz"** at **Zodiak Active**
- 2009/2010 Background artist (rough, clean-up) for the TV series **"The DaVincibles"** and **"PopPixie"** at **Stranemani**

education and training

- 2014 **Toon Boom Master Class**
(Toon Boom Harmony and Storyboard Pro)
- 2012 Took part in a three month start-up accelerator program, **GameFounders**, attending several seminars and mentoring sessions on videogame making
- 2008/2009 Three-year course of **Illustration and Multimedia Animation**, 100/100
Istituto Europeo di Design, Visual Arts, Milano
Thesis projects: "I due re e i due labirinti" (awarded the "Fabrizio Bellocchio" prize and a Special Mention at Castelli Animati 2009); "Ro-kats", proposal for a TV series in Flash animation (graphic bible and trailer)
- 2009 **2D Animation course**
(Character Design, Layout, Traditional animation)
UPGRADE Authorized Training Center
- 2004/2005 High school diploma 92/100
Istituto Salesiano Don Bosco di Borgomanero (NO),
Liceo Classico Sperimentale (secondary school focusing on humanities)

Languages

- Italian Mother tongue
- English Fluent, both written and oral.

In 2004 I achieved the FCE (Cambridge **First Certificate in English**), grade A

I took part in several **study tours** in the United States attending language classes

I took part in the poetic translation contest "Achille Marazza" 2004 placing 2nd

computer competences and artistic skills

Very good knowledge of the **Windows** and **Macintosh** operating systems

Advanced knowledge of the **Adobe Creative Suite** package, especially **Photoshop** and **Flash**,

Basic knowledge of Autodesk Maya, Adobe Dreamweaver and Adobe Premiere

I can draw and paint with both **traditional techniques** and **digital techniques** (Photoshop, Flash, Illustrator)

Traditional (hand drawn) and digital (Flash animation, After Effects, motion graphics) **animation**

social skills

I am prone to teamwork, also with professionals from different fields. I work well individually (I am precise and able to organize my own work), though I consider teamwork challenging and stimulating. As I have a wide variety of personal interest I tend to be flexible and adaptable.