



personal information

First Name / Surname	Erika Signini
Address	Viale Campania 29, 20133 Milano
Nationality	Italian
Date of Birth	23/12/1986 in Borgomanero (NO)
Tax Code	SGNRKE86T63B019H
VAT number	02314080033
Telephone	+39 3470634422
e-mail	erika.signini@gmail.com
Web	http://www.erikasignini.com

work experience

- 2011/2017 2D art, animation, texturing for various games and apps at **Forge Reply**
- 2016 Illustrations for the board game series "**Chicco Family Games**" for **Artsana**
- 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**
- 2012/2015 Illustrations for board games (**Fun Farm, Castles, Brick Party**) at **Post Scriptum**
- 2011/2012 Character designer and animator for the 2D videogame "**Aloha from Hawaii**" at **Forge Reply**
- 2011 Junior concept artist for the videogame "**Raving Rabbids: alive & Kicking**" at **Ubisoft Milan**
- 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, Flash/Animate, Illustrator.

Basic knowledge of Autodesk Maya, Adobe After Effects, Adobe Premiere

Advanced knowledge of the **animation** softwares Adobe Flash/Animate, Spine 2D. Partial knowledge of Toon Boom Harmony and Storyboard Pro