

# Elisa Capretto

**Address:** 26 Kenilworth House, Fletcher Road  
NE8 2AW Newcastle Upon Tyne, UK  
**Mobile:** +44 (0) 7530347004  
**E-mail:** [info@elycap.com](mailto:info@elycap.com)  
**Web Site:** [www.elycap.com](http://www.elycap.com)

## Objective

I would like to work as a 3D Character Animator in a motivated and creative production environment and improve my artistic as well as technical skills.

I'm passionate and highly motivated, a hard worker and a fast learner, willing and able to grasp new concepts. Attentive to detail, able to conform to deadline and work under stressful condition and a good team player.

## Work Experience

**Freelance Character Animator** *Screaming Pixels* – Santa Barbara, CA August 2010 / At Present

Character Animator on short film production using Maya 2011.

**Junior Character Animator** *Ubisoft Reflection* – Newcastle, UK March 2009 / At Present

Character Animator on next gen video game "Driver – San Francisco" with both keyframes and motion capture data using Motionbuilder 2010.

**Freelance Character Animator** *Frame Studios Interactive* – Belluno, ITALY Nov 2008

E-work for "Smiley World Island Challenge", a DS game platform published by Zoo Digital Publishing. Game developed in 3D Studio Max 9.

**Freelance Character Animator** *Jellyfish Pictures* - London, UK Nov 2008

Character Animator using Maya 8.5 for the video ("A Night In") to launch the NXE Xbox-Live.

**Character Animator** *Mykey Studios* - Milan, ITALY Sept 2007 / Mar 2008

Character Animator on short film "Will and the Wheel"(Softimage 6.0.2).

**3D Environment Artist** *Playstos* – Milan, ITALY Mar 2006 / July 2007

Modeling, texturing and lighting duties for "Irridium Runners" for PS2 – Distributed by South Peak Interactive. Modeling and texturing task for "Security Breach" and "Fast Women" demo game projects for XBOX 360.

July 2005 / Oct 2005

### **3D XSI Generalist**

*Virtual Style* - Milan, ITALY

Internship with modeling and texturing tasks for Play2Drive, an educational oriented game project, and video editing duty for GameStar's Live Test.

## **Education and Training**

June 2008

### **AnimationMentor.com**

Emeryville, CA

*Diploma in Advanced Character Animation Studies*

Mentored by:

Dimos Vrysellas (Dreamworks/Circus INK)	<i>Basic Foundations</i>
Randall William Cook (Weta Digital)	<i>Body Mechanics</i>
Kevin Koch (Blu Sky/Dreamworks)	<i>Introduction to Acting</i>
Keith Sintay (Digital Domain/Dreamworks)	<i>Advanced Acting</i>
Elliot Bour (Disney Animation)	<i>Short Film Pre-Production</i>
Morgan Kelly (Dreamworks)	<i>Short Film Production</i>

Jun 2005

### **European Institute of Design**

Milan, ITALY

*Diploma in Virtual Design*

Principal subjects: 2D/3D Graphic Programs, 3D Modeling, Animation, Character Design, Video Editing, Pre-Production, Storyboard Art, History of Cinema, Design and Semiotics,,.

Jun 1998

### **Liceo F. Filelfo**

Tolentino (MC), ITALY

*Secondary School Diploma in Classical Studies*

## **Technical and Personal Skills**

Operative System :	Windows XP
2D Graphic :	Photoshop CS5 (intermediate) - Painter 8 (basic)
3D Graphic :	Softimage 7.0.1 (intermediate) - 3D Studio Max 9 (basic) - Maya 2011 (basic) - Motion builder 2010 (intermediate)
Video :	Premiere Pro CS3 (intermediate) - After Effect 6.5 (basic)
Languages :	Italian (native)- English (fluent) - French (basic)