

Giulia Ferrando

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Contacts

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Skype: ylanstudios

Portfolio / Reels / Personal gallery

<http://ylanstudios.blogspot.it/>

<http://www.ylan.it>

<http://ylan.cgsociety.org/gallery>

Introduction

Skilled, experienced and versatile 3D professional with nearly 5 years of combined experience using digital and traditional media.

Worked as traditional artist and independent designer. Extensive background in the digital/traditional arts including traditional painting, sculpture, character design, comics.

Self motivated, hard worker.

Seeking professional and freelance opportunities in 3D design.

Professional Experience

2007-Present Freelance Artist / yLAN Studios founder

3D Graphic and VFX Artist

2D illustrator

Clients and Credits:

"Christopher Search", Charonite Co. Ltd

"I hate zombies" iPhone 2d /3d game artist

"Troubleshoot" character artist

"Warcry" character artist

"Dojo" Facebook game 3d / 2d game graphics

Ultrafragola / Editrice Giochi "Metropoli" Tv Commercial

Smith Micro/ Content paradise, content provider

"My first Kata" children book

Emerald ideas rugby and soccer series kids sportwear design illustration

Technical Skills

- Autodesk Maya
- Autodesk 3D Studio Max
- Pixologic Zbrush
- Adobe Photoshop
- The Foundry Nuke
- Autodesk Combustion
- Autodesk MatchMover
- 3DEqualizer
- Adobe Premiere
- Blender
- Smith Micro Poser
- Topogun

Education

Fine Arts diploma at Ego Bianchi Institute Cuneo, Italy
Fine Arts Accademy of Brera, Milan, Italy
3ds Max certified course, Upgrade, Milan
Photoshop certified course, Upgrade, Milan
"Modern game characters creation" with Jonathan Rush
"Compositing in Nuke" with Steve Wright
"Return of Cybergirl" with Steven Stahlberg
Mentored Visual Effects Online Course at [Escape Studios](#)

Languages

- * Italian
- * English