



FABRIZIO BERGAMO

TECHNICAL ARTIST

CONTACT

 Portfolio and Blog

artstation.com/briz/blog

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 Number

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 Location

London

SKILLS

Technical Art	Material Graph
Real-Time FX	Blueprints
Environment Art	VEX
Tool Creation	HLSL
Lighting/Lookdev	Python

SOFTWARE

Unreal Engine	Substance Designer
Houdini	Substance Painter
ZBrush	Photoshop
Maya	Illustrator
Perforce	Metashape

INTERESTS

Video Games
Bouldering / Climbing
Movies
TV Shows / Anime
Technology

About

Moved from Italy to the UK in 2016 to start my Undergraduate course in Environment art for video games, joined Framestore shortly after as a Technical Artist, and worked there ever since.

Strong work ethic, constantly looking to further my understanding of programs and processes. Passion for education, learning new skills and techniques to push my knowledge further. Always working to produce best results possible with deadlines and time frames in mind.

Experience

Framestore

3 years, 5 months
Jul 2019 - Present

Technical Artist

Part of the Real-Time Immersive team.

Heavily involved in the development of tools and assets using Houdini, as well as real-time FXs and content for Unreal Engine and Unity.

Mainly working on short/medium size projects:

- VR and mobile world-based AR apps (Oculus, HoloLens, Magic Leap, and smartphones)
- Shot-based projects (integrating UE in the VFX pipeline for previs and final render output).

Escape Studios

9 months
Sep 2018 - May 2019

Game Course Studio Assistant

Support second-year Undergraduate students.

Working closely with the teachers, preparing material, and helping students.

Fire Without Smoke

3 months
Jul 2017 - Sep 2017

Internship

Involved with the creation of graphic design content, as well as working as a generalist focused on rendering 3D assets for banners/key arts and blockout/previs work for a short 3m long trailer.

Education

Escape Studios

3 years
Sep 2016 - May 2019

BA (Hons) The Art of Video Games

Three years Undergraduate course focused on Environment Art for games.

Here I've learned all the traditional and basic techniques used in the industry. I approached and started to get passionate about technical art during the third year while working on a VR group project.

Artigianelli

5 years
Sep 2010 - Jun 2015

Diploma of Graphic Arts

Graphic Design centered high school where I've learned about branding, advertising as well as the workflows of offset/digital printing and bindery.

THANK YOU

References available upon request