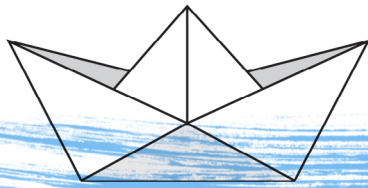


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Valerio Terreri

video game artist

E : GAME DESIGNER / 3D ARTIST (2010 - PRESENT)
M : Freelancer (www.valerio.terreri.com)
P : As a freelancer I worked on several projects. Last of these is MEG9
L : (www.skunkwerkskinetic.com), for which I worked in the role of a 3d artist.
O :
Y : GAME DESIGNER / 3D ARTIST (2012 - 2013)
M : CoRehab (www.corehab.com)
E : I worked on the design and graphic of Riablo, a video game for the physical
N : rehabilitation.
T :

⌄ : LEVEL DESIGNER / 3D ARTIST (2008 - 2010)
⌄ : Koala Games (www.koalagames.it)
⌄ : I worked on several serious games for educational purposes as a 3d artist and
⌄ : level designer. I worked also on Nicolas Eymerich The Inquisitor, an adventure
⌄ : game for PC.
⌄ :
⌄ : 3D ARTIST (2009 - 2010)
⌄ : Magic Dream Games (www.mdg-soft.com)
⌄ : I worked on Ikaro Racing, a racing arcade game released for PC.

E : THINK TANK TRAINING CENTRE (2015-2016)
D : Diploma in 3d Art for Games
U :
C : VANCOUVER FILM SCHOOL (2013 - 2014)
A : Diploma in Game Design
T :
I : UNIVERSITY OF GENOA (2010)
O : Diploma in Game Design
N : I.E.D. OF ROME (2007 - 2008)
⌄ : Diploma in Game Design
⌄ :
⌄ : UNIVERSITY OF MODENA E REGGIO EMILIA (2001 - 2006)
⌄ : Bachelor in Science of the Cultural Heritage

S : 3ds max
K : Maya
I : ZBrush
L : Mudbox
L : Photoshop
S : Designer
⌄ : Painter
⌄ : NDO
⌄ : DDO
⌄ : Unreal 4
⌄ : Unity