

Portfolio 2016

Welcome to my portfolio. Hope you'll find it worthy.



3 D GENERALIST
MAURO BONU
DIGITAL
FOIIO 2016

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I N D E X

















ENGAGEMENT



"Using No Wayas Way. Haveing No Limitation As Limitation"

A brief way to introduce myself to you, and, hopefully, make a good impression.

HERO LETTER

Hi, I'm Mauro and I'm a Designer from Turin, Italy. I am writing to introduce myself to you .

During many years I've worked in this field, and studied design, graphic, video, illustration, and in particular digital and installation design, in fact I've graduated at IED, International Institute of Design in Turin in Digital Design. However since many years I cured my greatest passion: videogames. I've always been a games enthusiast, and in the past few years I've been focusing my studies on the development and creation of assets and character for real-time environments. In order to offer a complete set of skills, I've also improved my competences in art direction through kinematics, game design and direction.

I've been working in the field of videogames for almost 3 years, first with Ketchapp.mobi as Art Director and 3D Generalist, and then at the I3P. The Innovative Enterprise Incubator of the Politecnico of Turin, as Art Director founding a VR Videogame startup, Funix., and actually I'm working as a freelance for different game agency such as Untold Games or Dead Pixels Studio.

During my experience, I've always tried to increase not only my technical skills, but also my abilities to manage work, to manage people and to promote team working.

Thanks for your attention, and I hope you'll find the time to examine my works and my CV. Hope to hear from you soon,

Best regards, Mauro

RESUME 2016

CHARACTER ARTIST & CG GENERALIST

Hi, I'm Mauro and I'm a 3D Generalist and Character Artist from Turin, Italy. Currently I'm a freelance but I'm searching for an fulltime occupation, hopefully in the Game Industry. I'd like to introduce myself a little better, so I'll just start from the beginning.

I've graduated at IED, International Institute of Design in Turin, equivalent to Master's degree, with full marks I've worked many years in this field and, meanwhile, I've continued studying design, graphic, illustration, video, and in particular digital and installation design.

During the past 5 years my main occupation has been to work with Real Time Render for VR Application, B2B and Game Industry, implementing characters and assets on Unity and Unreal Engine. I am eager to create something valuable with my work, and in order to offer a complete set of skills, I also have developed competences in art direction, kinematics, game design and direction.



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GRAPHICS AND VISUAL DESIGNER



3D ARTIST AND 3D GENERALIST

"3DCG like an art form"



LEAD AND ART DIRECTOR

"Be shapeless"

Teamwork Leadership Pipeline Presentation



VIDEO AND VFX DESIGNER



TEXTURE AND CONCEPT ARTIST



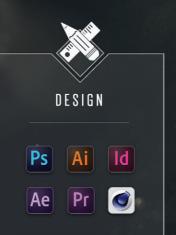
WEB DESIGNER AND DEVELOPER

Code is umanity"

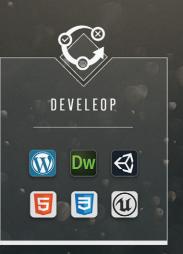
Wordpress User Experience Back-end Front-end

SKILL

The tools for the cretions







To see my entire portfolio, you can find me on A ARTSTATION www.artstation.com/artist/maurobonu

RESUME

The timeline of my last years



| FUNIX. 3D GENERALIST

With my Team realization of Business VR 2015 | App and Mobile Games.



IMMAGINATO, 3D ARTIST

In collaboration with Vladimir Soto. 2013 | videos and 3d renders realized for AD.



BELIKE, WEB DESIGNER | belike.

Developer front-end and back-end for web sites and Flash applications. | 2013

FREELANCE, 3D GENERALIST | For Untold Games, 3*1010, Frame and

KETCHAPP, LEAD DIRECTOR |

Creation of mobile games and applications in augmented reality. 2014

Dead Pixels, creation of VR projects. 2016



| ADVANCED COURSE, STUDENT

Course of Zbrush for 3D modeling, lead by 2012 | instructor Daniele Angelozzi.



IIS BODONI, STUDENT

I got my diploma in GRAPHIC AND 2009 PHOTOGRAPHY DESIGN with 79/100.

IED, STUDENT

I've graduate in DIGITAL DESIGN with 100/100 with scholarship. | 2012







HELLBOY SAMARITAN

"I'm not a very good shot... but the Samaritan here uses really big bullets."

This is a fanart of RED, Hellboy's main character, a personal work for researching new techniques for next gen consoles. In this particular case I focused on Hellboy's gun, The Good Samaritan.



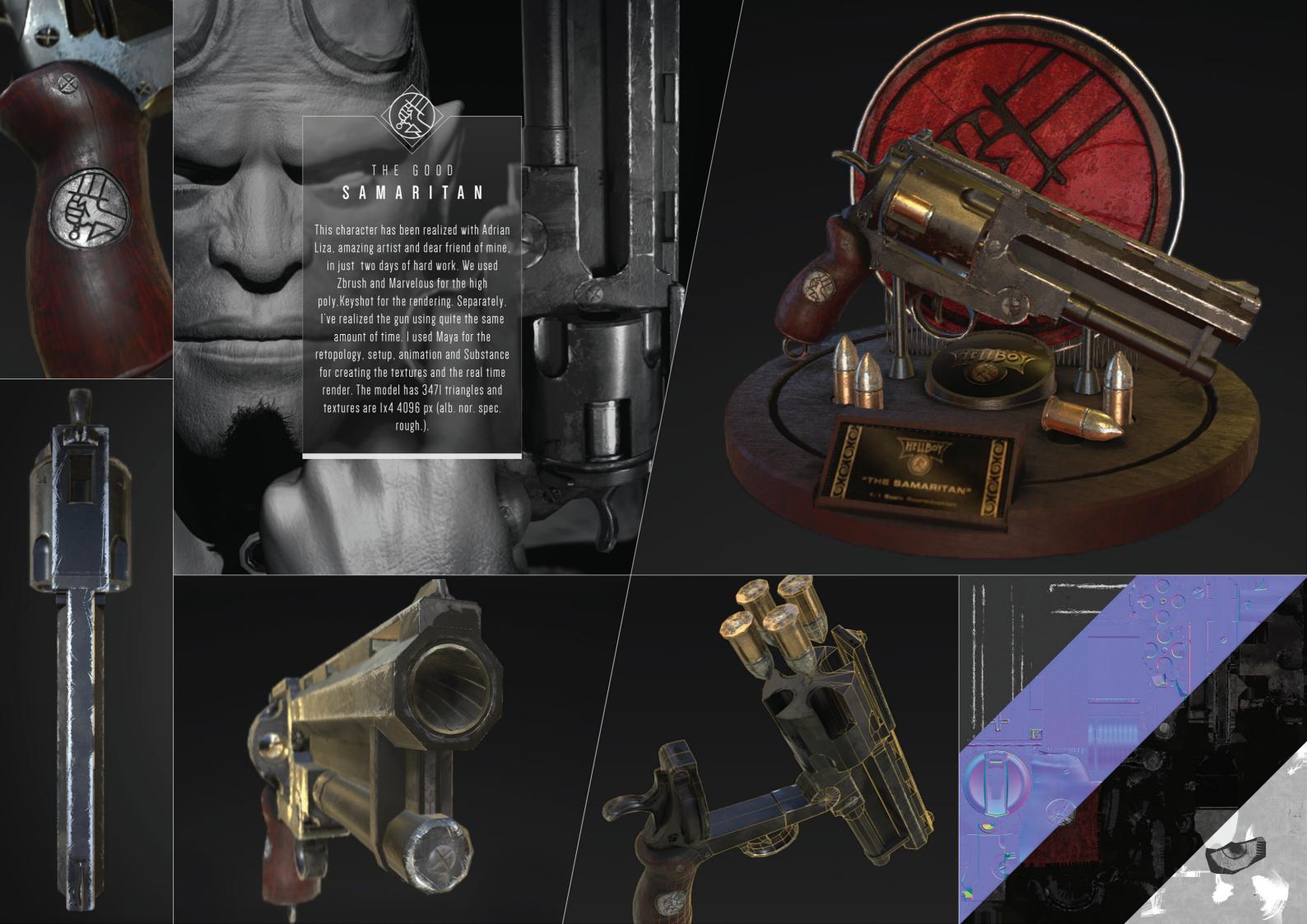












T E C H N I C A L D E M O



MUSASHI MIYAMOTO

"The spirit of defeating a man is the same for ten million men."

Technical Demo complete with kinematics and character controls. surrounded by an interactive and responsive environment. This is a personal project which has as key element my interpretation of the known manga, Vagabond.









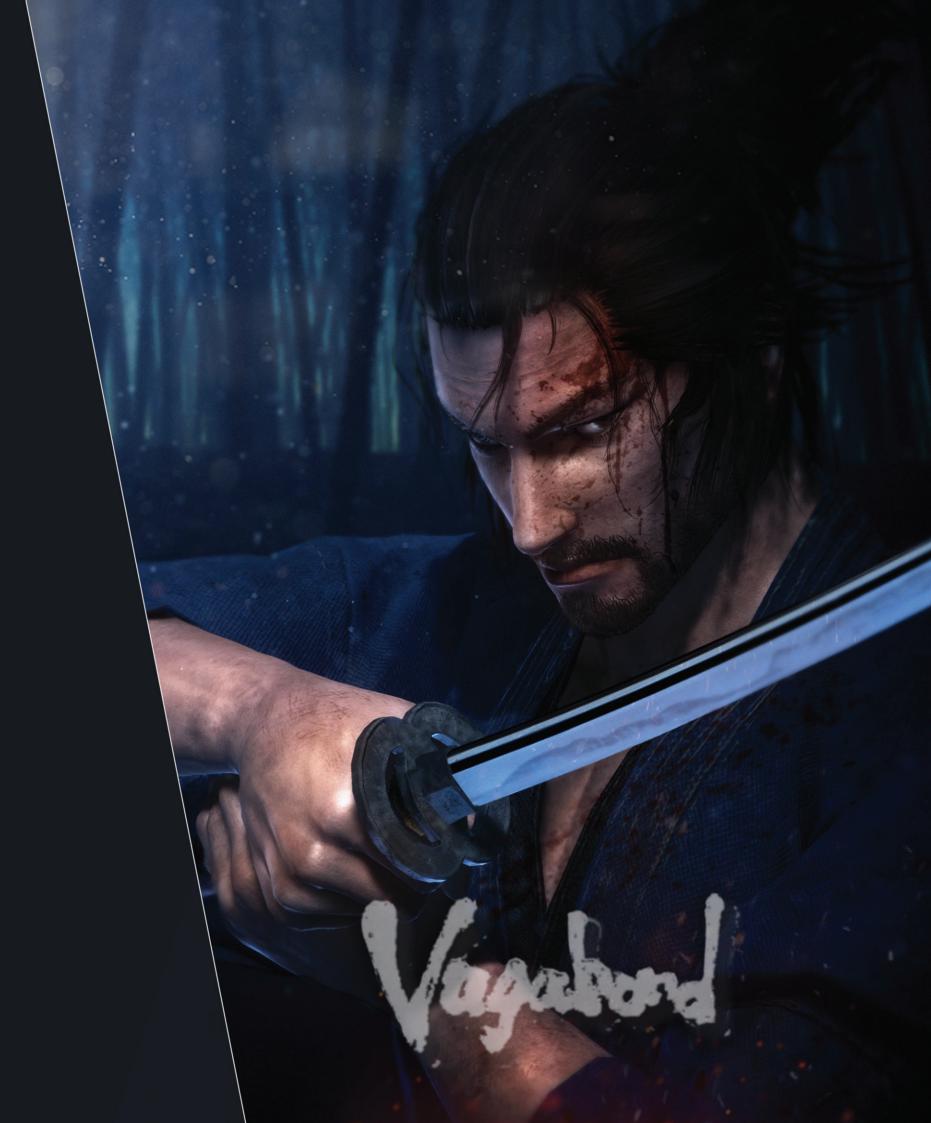














V I R T U A L R E A L I T Y



TRAINING GROUND CLASH VR

"Who need arms when you can shoot freakin' lasers from your eyes?"

Mobile Game conceived and created with Funix for Google Cardboard. This game is based on first person shooter dynamics with augmented reality, developed in association with Turin's Politecnico.

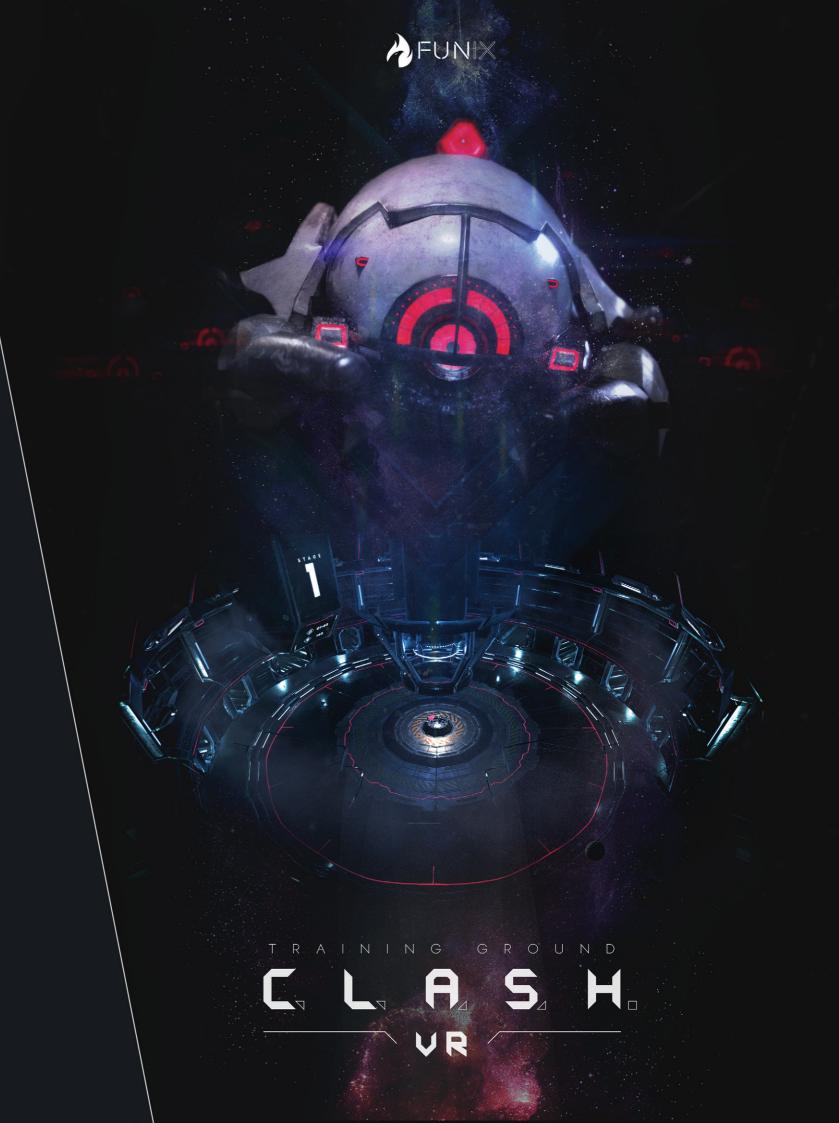
















BETTER HUMAN BEING EXPERIMENT 6

"Life, although it may only be an accumulation of anguish, is dear to me, and I will defend it."

Short film realised as degree thesis for IED, developed entirely from early concepts to final compositing. The brief was to take inspiration from a classic story and elaborate it.













MOBILE GAMES KETCHAPP

"Choose a job you love, and you will never have to work a day in your life."

Collection of work has been done for the agency Ketchapp.mobi, for whom I worked as lead Designer. Mainly it consist in mobile games, but not exclusively , for wich I was in charge of the direction and 3d department.



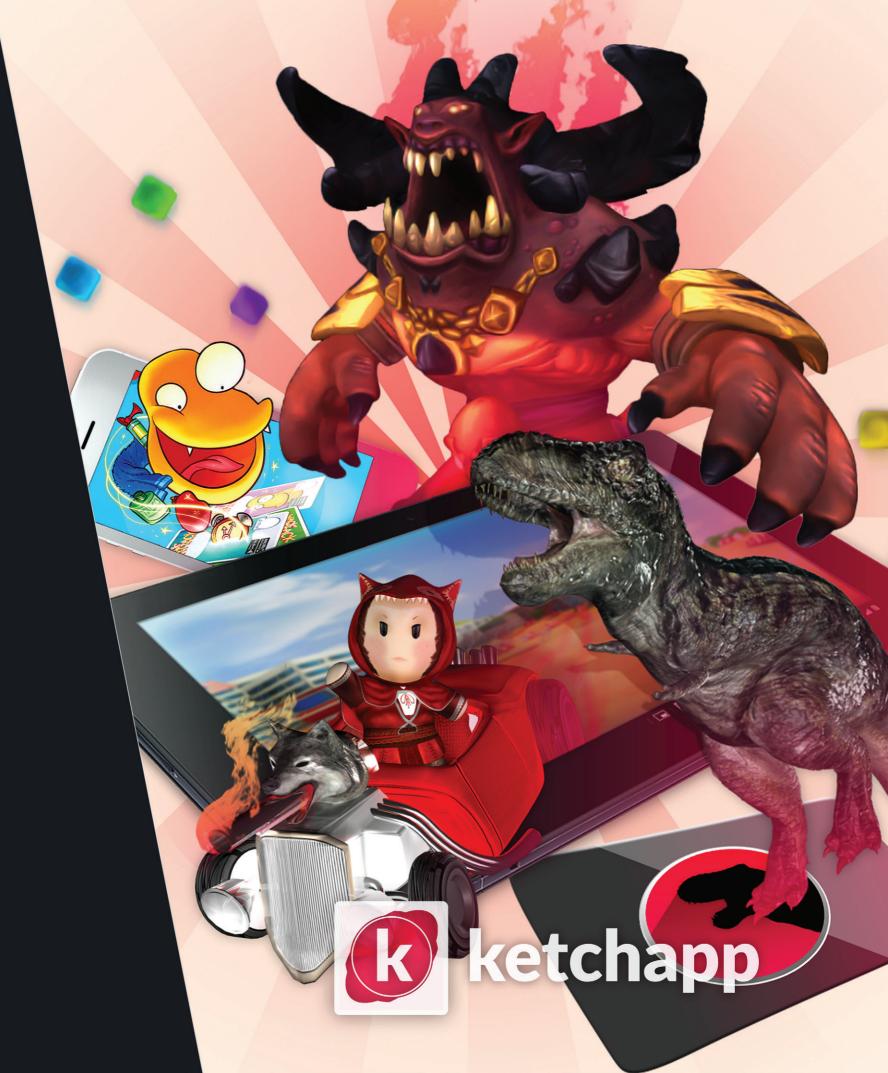














CARREFOUR

3 D B L E U S

Football videogame in Augmented Reality for Carrefour France. For the release, we have installed the application, using specific devices, in 27 Carrefour stores spreads around France. My role for this project was 3D Generalist, focused over modellation and animation of players.





C H E S S

Chess simulation in a magic fantasy environment, it collected over 500.000 download. Orcs, zombies, skeletons, ice and fire demons facing each others giving life to an epic battle, being protagonists of one of the most classic game. I was in charge of art direction.



RACE OF CLONES FACCINE P

Race game developed for a known fashion brand from Milan. This is the first episode of the saga, fast paced and exhilarating, it has a great variety of tracks and plenty of characters. I was in charge of the level design department and modelling of environments and dummies.





POKER OF CLONES

FACCINE P

Second episode of the Faccine P saga. This new chapter sees our protagonists involved in a poker competition. You can choose your alter ego, each one has differents bonus or malus, and it is possible to play online. My role consisted in modelling and animation of environment.



WELCOME TO TRUCK - O

Puzzle game inspired by an old playstation videogame. In order to gain bonus points and make it through all the game's levels, you have to mix the trucks with the right order, trying not to create a massive traffic jam in the streets of Truckoville.







WACKO'S

W A C K ' A T T A C K

Augmented reality game developed for San Carlo, in collaboration with H-Farm. This game has two natures, the mobile app, which includes 10 mini puzzle games, and the collectable playing cards.





PROJECTS FREELANCE

"Don't wait for the perfect moment; your opportunity is now. Do what you can, where you are, with what you have."

Collection of freelance works realized in collaboration with various Italian company. Those project includes plenty of categories, as car, product and interior design.



















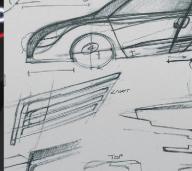












I L L U S T R A T I O N



VISUAL A R T

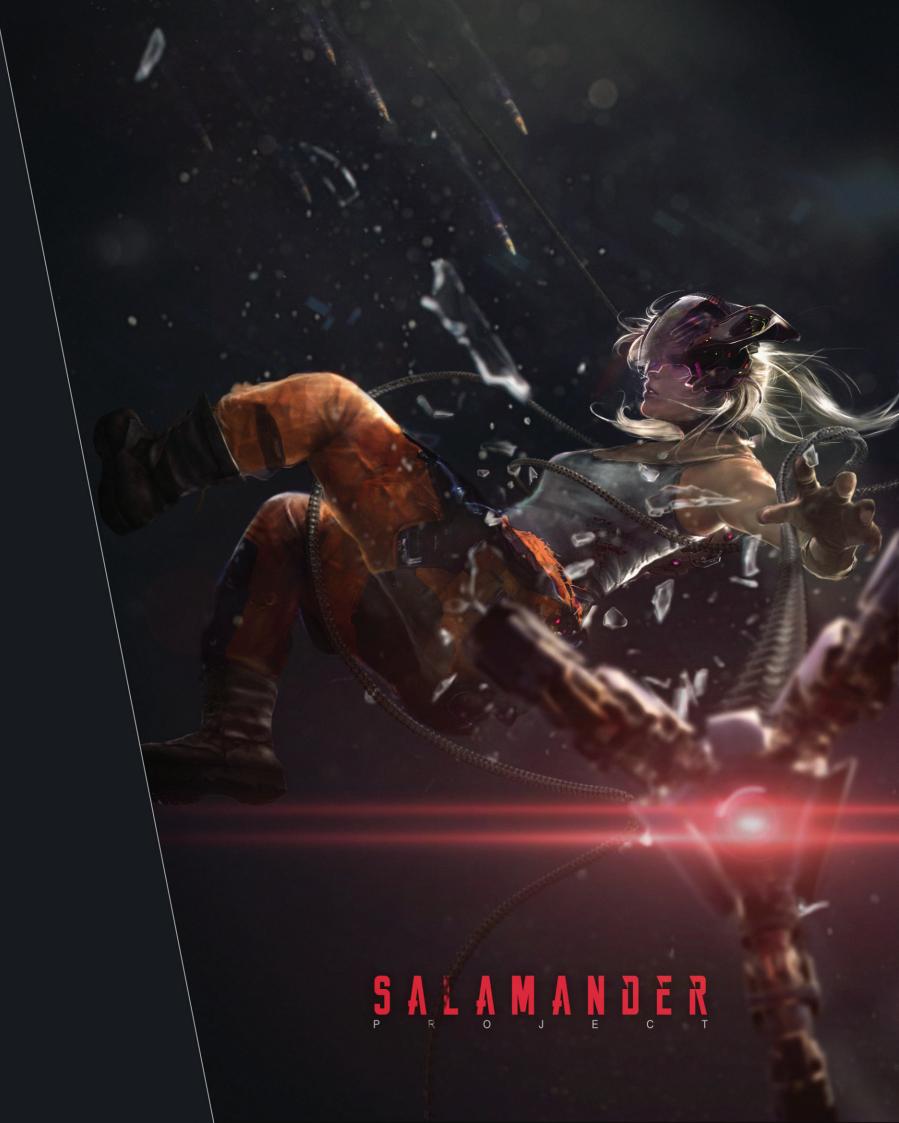
"God is in the details."

Collection of works and study of different sorts. From the traditional illustration up to digital or 3d Portrait and 3d Textures.

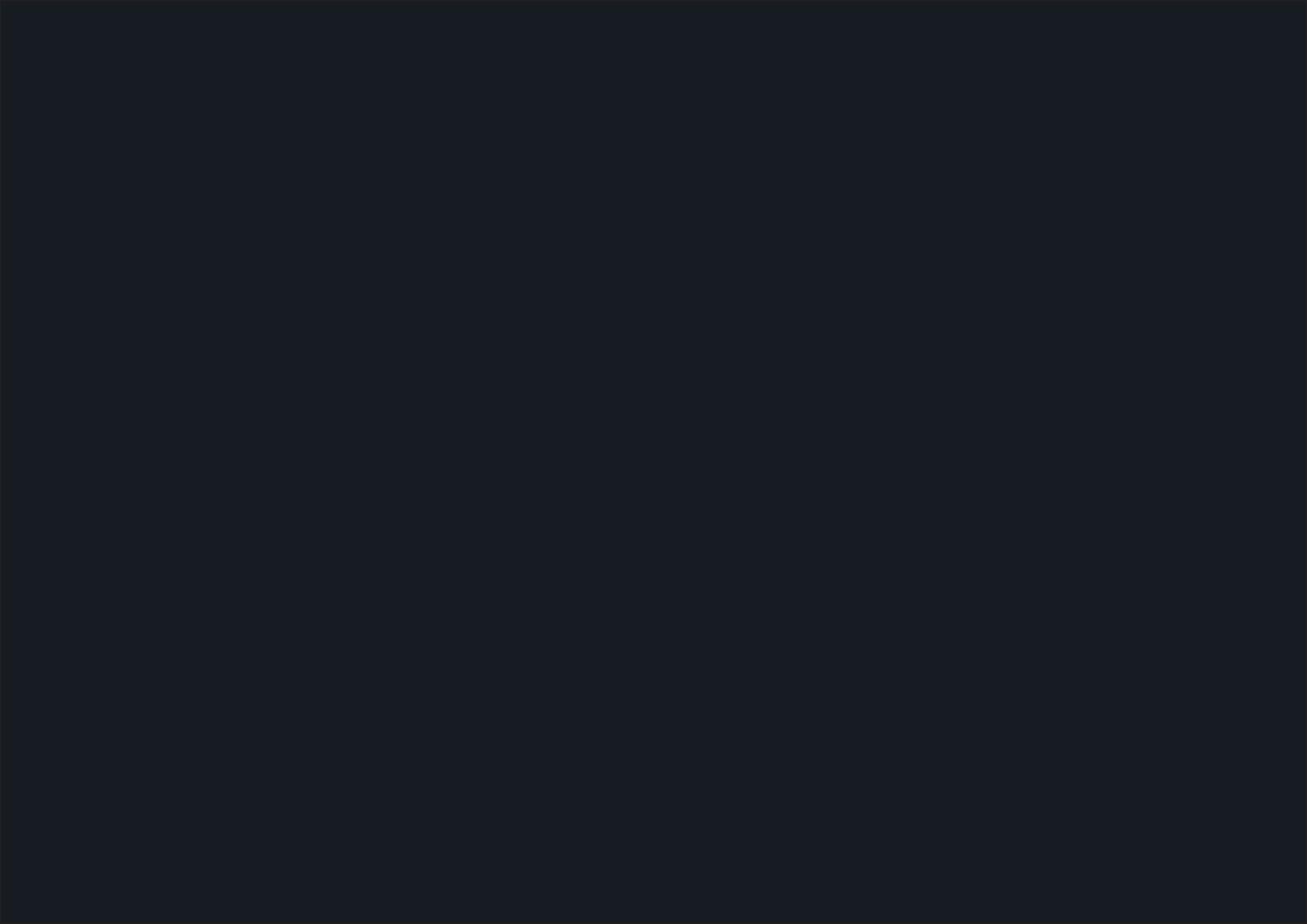












| would like to thank all the wonderful people who supported me and motivated me through all these years.

A special thanks goes to my girlfriend, my everyday source of self confidence and inspiration.



3 D G E N E R A L I S T
M A U R O B O N U
D I G I T A L
F O L I O 2 O I 6

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