

BRUNO GALUZZI CORSINI

CONCEPT ARTIST & DIGITAL ILLUSTRATOR

Profile

Creative Problem Solver

A creative and hardworking digital artist that brings technical expertise, compositional and storytelling abilities into his artwork. Well versed with the production pipeline of making concept art for games/movies. Focuses on being a team player and is willing to help every department in any way possible.

PROFESSIONAL EXPERIENCE

2012 - 2014 **Fine Art Teacher at Angel Academy of Art
Florence, Italy**

Taught drawing and painting techniques to intermediate and advanced students working from a range of assignments including painting/drawing plaster casts and live models.

2015 -2017 **Fine Art Teacher at Mandy Boursicot Atelier
Vancouver, BC, Canada**

One of the main instructors teaching classical drawing techniques focused on increasing draftsmanship, knowledge of anatomy and accuracy when drawing the live model.

AWARDS & EXHIBITIONS

- Palazzo tornabuoni Angel Academy of Art Student Exhibition - 2014
- People's Choice Award for the Canadian Portrait Society Competition "Miracle of the Portrait" - 2015
- ARC Salon Collection Magazine Award Winner & Figurative Category Finalist - 2016
- Art Vancouver Exhibition - 2016/2017
- Artwork selected for Infected by Art Volume 3 & 4 - 2016/2017

PROFESSIONAL DEVELOPMENT & EDUCATION

Bachelor in Digital Design

Instituto Europeo di Design - IED Sao Paulo

Post-Degree Especialization in Fine Arts

Angel Academy of Art

Illustration Master Class

IMC

Portfolio Review Course with Craig Mullins

Schoolism

Perspective Course with Kalen Chock

CGMA

Feel free to contact me:

Portfolio Website

www.galuzziart.com

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Skill Points

 Photoshop ◀ 10 ▶

 Traditional Media ◀ 10 ▶

 Illustrator ◀ 9 ▶

 Maya ◀ 7 ▶

 Premiere ◀ 6 ▶

 After Effects ◀ 6 ▶

Languages

Language - Fluent in English and Portuguese and advanced Italian