

Luciano Gatto

Environment & Prop Artist

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Published Titles

"Tahul" SIGGRAPH VR Theater
Steam for Oculus & Vive (2020)

Software

Photoshop
Illustrator
After Effects
Premiere
Autodesk Maya
Zbrush
Substance Painter
Substance Designer
Substance Alchemist
Marmoset Toolbag
Unreal Engine 4
Houdini
Perforce
Quixel / Megascans

Languages

Portuguese (Native)
English (Bilingual/Native)
Spanish (Intermediate)
Italian (Beginner)

Citizenships/Visas

Brazilian
Italian (EU Citizenship)
US F-1 Visa (CPT & OPT)

Organizations

United Reaction (2017-2019)
Regional Director and PR
League of Legends Club (2018)
Vice-President

Work Experience

3D Generalist (January 2021 - Present)
MEPTIK, Atlanta (GA)

3D Environment and general artist helping optimize and build virtual sets inside Unreal for real time filming (On a "The Mandalorian" style Unreal virtual set).

- Modeled and textured environments, hero assets and props.
- Helped with lighting and placing materials using a Master Material.
- Fixed and optimized Assets and textures for Unreal.
- Responded to the client's needs.

3D Generalist (November 2020 - Present)
Lead Dell, Brazil

Main 3D Artist at Dell's R&D facility in Brazil on VR/AR technology:

- Modeled and textured environments, hero assets and props.
- Created the environment composition and lighting.
- Rigged and Animated objects.
- Optimized Assets and textures for VR Mobile and Desktop

Game Design Instructor (June 2018 - August 2018)

ID Tech Camps, Washington DC

Instructor on Game Design and 3D Modeling on classes for the age of 13-17:

- Taught the following software during the courses: Autodesk Maya, Unreal Engine 4 & Substance Painter.
- Taught level design, production modeling, PBR textures & Blueprints.

Collaborative Projects Experience

VR Theater Experience SCAD Collaboration in Digital Media for ACM SIGGRAPH 2020 (January 2020- May 2020)

Collaborative project in partnership with ACM SIGGRAPH's VR Theater:

- Worked as prop and environment modeler. Created the main hero asset used on the experience.
- Worked under a full production pipeline (Agile) and perforce.

Global Game Jam 2019

Student collaborative project for the Global Game Jam:

- Lead Designer and prop modeler for the game "Apart".

Education

Mentor Coalition (September 2020 - October 2020)

Mentored by Ubisoft's Lead Artist Billy Matjiunis

CGMA Master Academy (June 2020 - August 2020)

UE4 Modular Environments, Weapons and Props for Games, Substance for Games.

Savannah College of Art and Design (2016 - 2020)

Bachelor of Fine Arts; Major in Game Development, Minor in Visual Effects

SAGA - School of Art, Games and Animation (2014 - 2016)

Professional Certification Autodesk & Adobe Creative Cloud