



Pietro Bernardi

Lighting | Look Developer

Rua Marcos Fernandes 60 – São Paulo – Brazil.

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TECHNICAL SKILLS

- Solid knowledge of all aspects of a computer graphics production pipeline, with emphasis on **lighting, look development and digital compositing**.
- Professional **lighting, shading, texturing, and compositing** skills.
- Comfortable with **teamworking** and **communicating**.
- Efficient with following references and concept art.

SOFTWARE

- Autodesk Maya.
- RenderMan.
- V-Ray.
- Arnold
- Substance Painter.
- Adobe Photoshop
- The Foundry: Nuke.
- The Foundry: Mari.

EDUCATION

- Fundação Armando Alvares Penteado (FAAP) – BFA in Filmmaking and Animation (2016-2019)
- Academy of Art University – BFA in 3D Animation and VFX (2019 - TBA)

EXTRA CURRICULAR COURSES

- DRC Treinamentos LTDA – After Effects Basic
- DRC Treinamentos LTDA – After Effects Advanced
- DRC Treinamentos LTDA – Autodesk Maya
- Axis School of Visual Effects – The Foundry: Nuke

PRODUCTION EXPERIENCE

- *Big Studios* - <https://bigstudios.com.br/>
Look Developer and Lighting Artist (16/04/2018 -19/12/2018)
- *Vetor Zero* - www.lobo.cx
Freelance Look Developer and Lighting Artist

**PRIZES AND
AWARDS**

- *Pixar Animation Studios*
[Finalist at Pixar's Renderman Rustic Cabin Challenge.](#)
- *Pixar Animation Studios*
[Honorable Mention at Pixar's Renderman Woodville Challenge.](#)
- *Pixar Animation Studios*
[Honorable Mention at Pixar's Renderman Shipshape Challenge.](#)
- *The Rookies*
[Finalist at The Rookie Awards 2020.](#)
- *Pixar Animation Studios*
[Honorable Mention at Pixar's Renderman Magic Shop Challenge.](#)