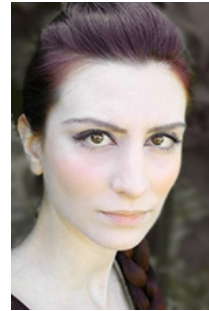


# CURRICULUM VITAE

## PERSONAL INFORMATION

First name: **Sara**  
Surname: **Lazzeroni**  
Address: Str. di S. Abondio, 3 - 53100 SIENA ITALY  
Mobile tel.: +39 349 53 48 419  
Place and date of birth: Siena, 02/06/1983  
Marital status: Single  
Email: **saralazzeroni@gmail.com**  
Website: **www.saralazzeroni.com**



## EDUCATION AND TRAINING

2010 - University 'La Sapienza' in Rome - Graduated with full marks and honors (110 cum laude) in the Degree Course of 'Graphics and Multimedial Planning' of the Faculty of Architecture in "Valle Giulia".  
2002 - University of Siena - Faculty of Literature and Philosophy - Attended the Degree Course of 'Communication Sciences' for 1 year  
2002 - Upper Secondary School Leaving diploma - Science - PNI (National Computer Studies Plan) at the State Upper Secondary School "Galileo Galilei" in Siena.

## PROFESSIONAL EXPERIENCE

2011-2016: freelance 3d artist and graphic designer;  
2014-2016: Furniture modeler and render artist for "Concept3d" in Monza.  
2011: 3d Artist and Matte Painter at "Chromatica" in Rome - Italy. (making of organic models, props, matte paintings for the cinema)  
2007-2009: Graphic designer and set assistant at "Imagine3", photographic studio specialized in architecture and design photographs.

### Clients:

Concept3d (render agency), Random House Publishing House (NY), National State Opera Theatre in Prague Narodni Divadlo , Albatros Publishing House, Casini publishing house, Chromatica (VFX studio for cinema), Direct2Brain (VFX studio for cinema and other), Fattorini SRL (furniture factory), Archimedes 181 (architecture and graphic design studio), Imagine3 (photographic studio), Giusy d'Arrigo (sculptor), Zoocenter Cremona (shop)...

## PERSONAL SKILLS AND COMPETENCES

### Languages

English: written -very good, spoken - good. PET Certificate of the University of Cambridge obtained with Merit.  
Italian: mother tongue

### Computer

Autodesk 3D Studio Max, Pixologic Zbrush, Marvelous Designer, SketchUp, Maxon BodyPaint, MeshLab, Geomagic, Xnormal, Adobe Photoshop, Discreet Combustion, Adobe Premiere, Adobe Encore, Adobe, Autodesk Autocad, basic After Effects, Office, very good internet navigation skills.

## SPECIALISTIC SKILLS

Autodesk 3d Studio Max: cartoon and realistic organic polygonal modeling, hard surface modeling, 3d scans assembly, unwrapping, shading, illumination, character skinning, Hair and Fur, Scanline, Vray, Corona, Mental Ray and Illustrate rendering.  
Marvelous Designer: cloth simulation for furniture and clothes.  
Pixologic Zbrush: highpoly modeling, polypainting, rendering, 3d scans repair.  
Photoshop: postproduction, photocomposition, photo-retouch, texture creating, matte paintings.

## CONTESTS and EXHIBITIONS

Special Mention at the "Laura Film Festival" with the short 'Cernunnos' (2011) ; Winner of the Competition "Evolve to XSI" (2007);  
Finalist of the Torino Flash Festival 2005 competition with the short animated film "Urban Jungle"; Photo "Touch of Elegance" on show at the exhibition of the "Deviantart summit", at the Palladium in Hollywood, California (2005).

## PUBBLICATIONS

"Video-grafica" by Matteo Clemente: wrote some technical chapters.

## HOBBIES

Video games, basketball, digital photography, reading, crochet.

## DESIRED EMPLOYMENT/OCCUPATIONAL FIELD

Freelancer in search of a job with a company which operates in this field.

