



GIUSEPPE DE IURE RESUME

Freelance illustrator and concept artist.

I am really passionate about worlds creation and characters design, watching movies and playing games, both videogames and boardgame or RPG. I always push myself to the limit, learning new tools and techniques.

I also love sharing my knowledge and work with other people.

KNOWLEDGE

- Character Design ●●●●●
- Map Design ●●●●○
- Prop Design ●●●●○
- Environment Design ●●●○○
- Illustration ●●●●●
- Traditional Art ●●●●○
- Graphic Design ●●●○○
- 3D Sculpting ●●○○○

SOFTWARES

- Photoshop ●●●●●
- Illustrator ●●●●○
- InDesign ●●●○○
- Zbrush ●●●○○
- Blender ●●●○○

LANGUAGES

- Italian ●●●●●
- English ●●●●○
- French ●●○○○

WORK EXPERIENCE

- Liquid Development
- Pendragon Game Studio
- Studio RAM
- Hive Division
- Officina Meningi
- Wahtari Studio
- Dada Editore
- Serpentarium
- Intermezzo Marketing
- Team Park Project
- Manuel Bottazzo Design
- Arcane Wonders
- A&T Europe
- Scuola Internazionale di Comics Padova
- OVOstudio
- Smartmix
- Spreaditori
- Art&Project

EDUCATION

- Scuola Internazionale di Comics
- University of Pvadia UNIPD
- Liceo Artisitco Statale A.Modigliani

TRAINING & WORKSHOPS

- Schoolism
- Industry Workshop

