



EUGENIA GIOANINA

Environment Artist

Stockholm, Sweden

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(0)76 128 4794

WORK EXPERIENCE

Avalanche Studios

Environment Art Craft Lead
Art Craft Department

June 2022 - Present

Senior Environment Artist
Unannounced Project
Ravenbound

May 2022 - Present
July 2021 - May 2022

Experienced Environment Artist
Ravenbound
Just Cause 4 - Danger Rising DLC

August 2019 - July 2021
March 2019 - August 2019

Junior Environment Artist
Just Cause 4

February 2017 - March 2019

SKILLS

Senior Environment Artist:

- Modelling and PBR texturing of AAA structures and props from blockout to releasable stage.
- Collaborating with Art Director to follow the artistic vision of the project, while working autonomously and taking initiative.
- Clarifying the requirements for a task, with AD and other departments.
- Addressing feedback in a positive and constructive way, understanding the reasoning behind it to better address future tasks.
- Collaborating with level design, creating assets and building locations that follow metrics and gameplay requirements.
- Implementing assets in engine, creating prefabs, and locations, including presets setups.
- Set dressing of locations, with an attention for environmental story telling and visual design principles and composition.
- In engine road placement and terrain work to support set dressing pass.
- Placing in engine game objects such as navmesh cutters, render occluders, AO occluders.
- Creation of LODs, Landmarks and optimization of environment assets.
- Basic knowledge of lighting and adding animation to assets in engine, to support set dressing work.
- Communicate transparently with other departments, flagging issues and collaborating towards a common solution.
- Proactively taking ownership of tasks and debugging of broken tools to support Technical Artist.
- Extending a hand to team members when needed, and sharing knowledge.
- Collaborate with Production to estimate and prioritize tasks, meeting deadlines on time and flagging possible overscope.

Environment Art Craft Lead:

- Supporting the Environment Art Craft members in their professional growth as well as their wellbeing on the projects
- Facilitating knowledge sharing and workflow improvements
- Promoting team spirit and cross-projects collaboration through team building, workshops, etc.
- Carrier Level Promotions
- Yearly Performance assessments
- Yearly Salary assessments

EXTRA

- Passion for photography, experience mainly with landscape photography, including long exposure and HDR photography.
- Interest in architecture.
- Fluent in Italian and English.

SOFTWARE

Maya
ZBrush
Blender

Substance Painter
Substance Designer

Marvelous Designer
Photoshop
Lightroom

Apex Engine
Unreal Engine

EDUCATION

Gnomon School of Visual Effects
Los Angeles, California

3D Generalist Track with a focus on Environments

Fall 2013 - 2016

Academy of Fine Arts of Brera
Milan, Italy

BA in Set Design for Theater

2009 - 2012