



ABOUT ME

Junior designer with work experience in Italy and abroad. Training based on organic modeling with good knowledge of programs such as 4D cinema, Maya, Z-brush and Substance Painter. I worked for several companies in Italy (Fabularis Lab and Novi Data Srl) and I am currently employed by Toynamics Italy S.R.L., part of the Hape International Ltd group, and my place of work is at the Chinese plant in Ningbo. I design exhibition stands, showcases and exhibitors and some of my proposals have been made for the "Hong Kong Toys & Games Fair 2024" in Hong Kong and for a subsidiary brand. I have an excellent ability to adapt, to relate to colleagues and to manage situations with short and pressing deadlines. I am eager to offer my energy and creativity while continuing to enrich my knowledge and cultural baggage.

WORK EXPERIENCE

- 09/2023-current **Designer at "HAPE" (Ningbo, China)**
I take care of the realization of projects for the setting up of shop windows, exhibition stands and the realization of thematic exhibitors for the company's products
- 04/2023-08/2023 **Trainee at "Novi Data"**
I dealt with helpdesk activities and support for car configurator IT procedures, development of marketing/commercial web graphics and development of technical vector illustrations
- 06/2022-09/2022 **Intern at "Fabularis Lab"**
During the internship I had with the company, I dealt with the modeling of an outdoor living area with a swimming pool, in 3D, its texturing and rendering
- 11/2021-06/2022 **Collaboration with "Fabularis Lab"**
In the collaborations I had with the company I dealt with the modeling of 3D objects and characters and their texturing
- 2013/2014 **Intern at the graphic studio "Netkom"**
During this first internship I dealt with the creation of templates in Photoshop for websites

EDUCATION

- 11/2021-10/2022 **IFTS course "Technical 3D designer for the ceramic project"**
New Cerform of Fiorano Modenese
- 09/2020-02/2021 **Masters in Computer Graphics**
BigRock Institute of Magic Technologies of Ca' Tron (TV)
- 09/2016-04/2020 **Bachelor's Degree in Product Design**
Academy of Fine Arts of Bologna
- 02/2016-05/2016 **Professional Pastry Course**
Iscom Formation of Modena
- 2009/2015 **High School Diploma in Advertising Graphics**
A. Venturi Artistic High School of Modena

MICHELLE ZANARINI

GRAPHIC
3D ARTIST
PRODUCT DESIGNER
TEXTUTE ARTIST

CONTACTS

- 09/11/1996
- (+39) 3420231515
- michelle.zanarini@gmail.com
- via Mariano 16, 41043 Formigine (Italia)

SKILLS

- Maya ● ● ● ● ●
- Z-Brush ● ● ● ○ ○
- Arnold ● ● ● ● ○
- Substance (Pt) ● ● ● ○ ○
- Blender ● ● ○ ○ ○
- Marvelous ● ● ● ○ ○
- Cinema 4D ● ● ● ● ○
- Photoshop ● ● ● ● ○
- InDesign ● ● ● ● ○
- Illustrator ● ● ● ○ ○
- Lightroom ● ● ○ ○ ○
- After Effects ● ● ○ ○ ○
- Premiere Pro ● ● ● ○ ○

LANGUAGE SKILLS

Mother tongue: Italian

Other languages:

English

Listening: B2

Reading: B2

Writing: B2

Spoken production: B2

Spoken interaction: B2

Certificate issued by Kaplan International English at KIC New York Empire State Building

French

Listening: A1

Reading: A1

Writing: A1

Spoken production: A1

Spoken interaction: A1

Knowledge learned at school level

DEMO REEL & PORTFOLIO

Website:

<https://www.michellezanmarini.com/>

Demo Reel:

<https://vimeo.com/616357223>

<https://youtu.be/CfN3v-e33Ek>

Portfolio PDF:

<https://drive.google.com/drive/folders/1I29pWfn4Knl25MHy5ur8osRdQ3ceTA3o?usp=sharing>

LinkedIn:

<https://www.linkedin.com/in/michelle-zanmarini/>

HOBBY & INTERESTS

Cosplay creation

The process of designing and making a cosplay gives me the opportunity to experiment with different materials and techniques (both manual and digital) thus expanding my background of useful skills also in professional contexts.

Cosplay helps me hone the problem-solving and creative skills that are essential to meeting everyday challenges in the workplace.

In creating a costume and playing a character, I often face unique problems that require creative solutions. This teaches me to think flexibly and innovatively, skills that I can apply when dealing with complex projects or unforeseen situations at work.

3D printing

The realization of projects for 3D printing has taught me to optimize the modeling process and the choice of the model that best suits my needs.

Instead of relying on only virtual designs or models, I can show my colleagues or clients a physical representation of my work, providing a clear and tangible understanding of the proposed design.

This level of precision and detail in the presentation of projects allows me to effectively communicate my ideas and positively influence the decision-making process, contributing to the success of projects in the workplace.

Cooking and Pastry

Pastry knowledge can surprisingly offer transferable skills in the world of 3D modeling.

The precision required to create elaborate decorations and intricate models in this area translates into a predisposition to work precisely in the field of 3D modeling, where attention to detail is essential.

In addition, the creativity developed in designing and decorating cakes can be applied in the design of three-dimensional objects through specialized software. The ability to mentally visualize the end result, acquired in the process of creating custom cakes, can be an advantage in visualizing and planning complex 3D modeling projects.

I authorize the processing of my personal data in the CV pursuant to art. 13 d. lgs. June 30, 2003 no. 196 - "Personal data protection code" and art. 13 GDPR 679/16 - "European regulation on the protection of personal data".

Ningbo, China, 10/12/2024


Michelle Zanmarini