

PIERO . ARIENZO

HARD SURFACE ARTIST

Contact

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ON THE WEB
www.pieroarlenzo.com

SOCIALS
ArtStation: Piero Arlenzo

Profile

I am a Los Angeles based 3D digital artist who specializes in 3D modeling, with a vast understanding of the production pipeline and good adaptability skills.

Summary of Skills

HARD SURFACE ARTIST

- Fully capable of producing 3D hard surface models following an industry standard pipeline.
- Comfortable using multiple softwares like Maya, Zbrush, Substance Painter, to create high quality assets ready for any film, game or digital environment.
- Solid topology knowledge that allows for the creation of highly efficient meshes for real-time rendering

MODELING AND TEXTURING

- Proficient modeling skills, that are transferable to other areas, like character and environment pipelines.
- Excellent texturing and shading skills, both for organic and inorganic meshes.
- Great best-practices habits, that maintain clean and organized files for the team and myself.

GENERALIST SKILLS

- Deep understanding of the entire pipeline from pre-production to post-production that results in efficient and meaningful work, ready to be used by other departments
- Ready to step outside current comfort-zone to learn new skills and softwares to help as much as needed.
- Comfortable moving beyond 3D modeling work, to help with other tasks like:
 - Organic Sculpting/ Rigging/ Animation/ Concept art/ Compositing/ Fluids and Particles simulations/ Procedural modeling

Education

Gnomon School,
Los Angeles, CA
BFA in Digital Production, Generalist track with focus on 3D modeling.
December 2024

Vancouver Film School,
Vancouver, BC
Game Design Certificate, game art specialization.
December 2019

Digital Skills

SOFTWARES

Maya
Zbrush
Substance Designer/Painter
Mari
Marvelous Designer
Houdini

PROFICIENT AT

3D Modeling
Hard Surface Modeling
Digital Sculpting
Texturing and shading
Lighting and rendering
UVing
Retopology
Compositing

Languages

English / Advance
Spanish / Native
German / Native

Interests

Photography, car enthusiast, figure drawing, Gouache painting, video games, movies, architecture, and philosophy.