

# Stefano Marrone

**motion graphics artist, animator, visual developer**

stefano.marrone88@gmail.com

www.stefanomarrone.com

## • Summary

I am an Italian globetrotter, currently based in London, UK/

I love to tell stories visually, no matter what medium I am using/

I strongly believe in being flexible and am open to the new challenges and potential that new technologies can offer/

without forgetting the good old pencil and strong personal communication skills/

## • Experience

### - **lead of design and animation at Altitude Learning Ltd**

December 2013 - present

Developing design and animation assets for a digital learning platform for children from 4-6, leading a team of 5 among animators and layout artists

### - **props designer and animator at Capcom**

September 2012 - November 2012 (3 months)

Designing building and props and animating them for Capcom Mobile games (freelance)

### - **motion graphics artist, animator, visual developer at freelance**

January 2009 - Present (4 years)

Producing visual development and animations for creative agencies and private clients in various countries (Italy, Canada, USA, UK)

### - **visual developer and motion graphic artist at Dermatology Update**

June 2012 - August 2012 (3 months)

Development of animated video for Dermatology Update web site and conferences. Starting from updating the design to the finalized video, the project involved a small team made of a motion graphic artist, a 3D animator and sound designer.

### - **motion graphic artist and Illustrator at 1000 Mile Films**

April 2012 - April 2012 (1 month)

Illustration and animated titles for a Monster Energy Drink Promo "Monster Empire"

### - **motion graphic artist and visual developer at SUMITRMedia**

January 2012 - April 2012 (4 months)

Opening Titles sequence and animated sections of the documentary "The Common Thread"

### - **motion graphic artist at Retrogusto Films Inc.**

January 2012 - March 2012 (3 months)

Realization of opening and closing animations for the "Sea Inside" exhibition documentary (at Emily Carr University in Vancouver)

### - **animator and storyboard artist at Master Program Comunicazione**

November 2011 - January 2012 (3 months)

Animation realized in After Effects, from storyboarding to final cut production house: <http://masterprogram.it> client: <http://www.tecnocasa.com/>

### - **animator, storyboarder, compositor at Regione Lombardia**

March 2011 - August 2011 (6 months)

"Security in School" project of Regione Lombardia  
character design, storyboarding, animation and post-production

**- video editor and motion graphic artist at Bcube**

June 2010 - July 2011 (1 year 2 months)

editing, color correction and motion graphics

for brands such as MINI, BMW Motorrad, Coca-Cola, Barilla

**- visualizer, motion graphic artist and event photographer at Venticento srl**

October 2009 - July 2011 (1 year 10 months)

Visualizer, motion graphic artist and event photographer for Venticento event agency campaigns. Working with brands such as MINI, Heineken, Lactalis, etc.

**- concept developer, visual developer, motion graphic artist at San Raffaele Biomedical Science Park**

March 2010 - March 2011 (1 year 1 month)

Developing a cross-media platform for a project connected to Aliz-e research

(<http://www.aliz-e.org/>)

**- video maker, illustrator at Modenese Gastone**

March 2010 - April 2010 (2 months)

Visual developer for the luxury furniture brand Modenese Gastone exhibition at Salone del Mobile 2010. Planning with the event manager the set up and visuals for the design event

**- junior art director at Lucca Comics and Games**

September 2009 - November 2009 (3 months)

Responsible for the look and preparation of LuccaComics exhibitions, under the supervision of Senior Art Director

• Skills & Expertise

**- Visual development:** character design, background design, storyboarding, strong drawing skills, illustration, digital painting

**- Animation:** classical animation, 2D paperless animation, flash animation, character animation, effects animation

**- Digital video:** editing, motion graphic design, compositing

**- Software:** Adobe CS5 (Expert in Photoshop, After Effects, Premiere, Flash proficient in Illustrator, InDesign); Toon Boom Harmony and Storyboard Pro, Sketchbook Pro, Microsoft Office

**- Art Direction**

**- Animation Direction (3 to 10 person team)**

**- Personal skills:** reliable, enthusiastic, team player, playful, hard worker

• Education

**-Goldsmiths College, U. of London**

Master of Arts (MA), Creative and Cultural Entrepreneurship, 2012 - 2013

**-Vancouver Film School**

Classical Animation, 2011 - 2012

**-NABA - Nuova Accademia di Belle Arti - Milano**

Bachelor of Arts, Media design and Multimedia Arts, 2007 - 2011