

P.IVA - VAT NUMBER: IT04043050923

STEFANO PUDDU

CONCEPT ARTIST
ILLUSTRATOR
ANIMATOR 2D

ABOUT ME

I'm a freelancer based in Sardinia, Italy. I'm a skilled and versatile artist who is highly motivated and goal-oriented, always eager to learn. I consider myself a self-taught artist with a passion for video games and animation, which led me to pursue it as my profession.


SKILLS

As a digital artist with over 10 years of experience, I possess a strong understanding of human and animal anatomy. I am skilled in design and perspective, capable of creating stylized and realistic artwork. I have a knack for problem-solving, consistently demonstrating excellence in finding creative solutions. I am proactive in my approach and possess a vivid imagination that allows me to think outside the box. Moreover, I have acquired expertise in various areas, including 2D cut-out and paperless animation, as well as 2D rigging.

CONTACTS

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 @stefano_art_k



PROFESSIONAL EXPERIENCE

Teacher, Graphic 2D and Animation 2D

Andrea Assorgia Client | 2022 - 2023

- As a teacher, I have had the opportunity to guide a class of six students in their exploration of animation and graphic design for video games, utilizing various techniques.

Mid Animator 2D

FSFC Client | 2022 - 2023

- Animated film with Rotoscoping technique

Mid Animator 2D

Ruvido Productions Client | 2021

- Documentary for SKY Arte

Character design, Rigger 2D, Animator

Andrea Assorgia Client | 2020 - 2021

- Game project for Andrea Assorgia
- Character designer, rigger 2D and animator

Background Artist

BeQ Entertainment | May- June 2020

- Internship as Concept and Background Artist.
- Smart-working and Skype call every morning.
- environment, light and color studies. Brush and art style.
- Composition, sketching e Background refine.

Character Designer & Illustrator

Horizon Blockchain Games | 2018-2020

- Card illustrator for Skyweaver, card game online.

Color Artist for Marvel

MAAW Illustration | October 2019

- Color Artist for Marvel book.



EDUCATION AND TRAINING

Stop motion and puppet making

2021 July and September

Skeleton from iron wire, and different material such polymery clay, latex. acrylic paint on skin surface.

New Animation Sardegna

Toon Boom Harmony Certified | March 2020

Certification for Technician Animator with Toon Boom Harmony - known skills: rigging, animation cut-out and Paperless, background and compositing.

Art school

High school Diploma 2008



FOREIGN LANGUAGE

English

B2 spoken - B2 written- B2 understanding