

CURRICULUM VITAE

First name / Surname **AGOSTEO MICHELE**



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Year of Birth 1973
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Employment

May 2009 – Present **Torbak Games, Milan Italy**

(Owner . Independent game developer)

Small games produced and directed as independent developer:

- URI (Mobile) - *3D Character Animator, JS Programmer*
- AJAX BOAT (Web game) - *html5 Programmer, Artist*
- Battle Ants (Android) - *LAMP Programmer, Artist*
- Battle Runes (Facebook) - *2D/3D Artist*
- Project MOS (iPhone) - *3D Artist*

January 2011 - April 2011 **DarkWave Games, Milan Italy**

(3 months) *(Computer Games industry)*

- Kraine's Revenge Act of Fury (iPhone) - *2D Artist*

May 2007 – May 2009 **Virtual Identity s.r.l. Milan Italy**

(2 years) *(Computer Games industry)*

Roles: Texture Artist, 2D animatons

- Horrible-Histories (Wii, DS) - *Pixel Artist,*
- Pirate Party (PC) - *Texture Artist*
- The Black Corsair (PC) - *Texture Artist*

March 1999 – November 2006 **Ubisoft Milan Studio, Milan Italy**

(7 years 9 months) *(Computer Games industry)*

Roles: Environment Artist, Character Animation, Texture Artist, Pixel Artist

Tom Clancy's Splinter Cell - Double Agent - *Environment Artist*

Tom Clancy's Splinter Cell - Chaos Theory - *Menu interface*

Tom Clancy's Splinter Cell - Pandora Tomorrow - *Environment Artist*

Beyond Good and Evil (Xbox) - *Texture Artist*

Bratz (PS2) - *Environment Artist*

Tom Clancy's Rainbow Six 3 - Black Arrow (Xbox) - *Environment Artist*

Tom Clancy's Rainbow Six 3 - Athena Sword (PC) - *Environment Artist*

Splinter Cell (PS2) - *Texture Artist*

Charile's Angels 2 (PS2) - *Environment Artist*

The Mummy (GBA) - *Pixel Artist*

Rayman Arena - *3D Character Animator*

F1 Racing Championship (PC) - *Environment Artist*

Disney's Donald Duck Quack Attack (GBC) - *Pixel Artist*

Rayman (GBC) - *Pixel Artist*

International experience

- 2004 France: Ubisoft Annecy Studios (2 months) Game Artist
2002 China: Ubisoft Shanghai Studios (4 months) Lead Texture Artist
2002 France: Ubisoft Paris Studios (2 months) Game Artist

Additional Experience

- 1996- 1999 Video Authoring, Web developer, Web designer for several Italian company :
DBMM / Agostini Editore S.p.A. , Pagine Utili, Mondadori S.p.A., Inferentia S.p.A.
Klojaf s.r.l.

Cartoonist

- 1997 **I'Intrepido. Universo Ed. S.p.A.** Milan Italy
Comic: La Sognatrice ("The Dreamer"). Short comic
1994 – 1998 **Comunicargonne**, Milan Italy
Comic: L'arciere ("The Archer") Periodic strip comics

Education and training

- 2015 **Lean Startup Machine**, Milan Italy
A workshop for lean startup method
2006 – 2008 **Civic Language School**, Milan Italy
English Language course. Level B1, First Certificate (FCE)
2003 – 2005 **ISIAO, Istitute of Foreign language**, Milan Italy
Chinese language course, 2 years.
1997 – 1998 **ELEA FP S.r.l.** Milan Italy
Web Design and Web Developer course
1994 – 1995 **C.T.S.** Milan Italy
2D Animation course
1993 – 1994 **Arexa S.r.l.** Milan Italy
Comics course
1987– 1992 **Liceo Artistico Hajech (Italian Art high School)** Milan Italy
Artistic Degree

Languages

- Italian **Mother tongue**
English Listening / Speaking: **First Certificate (FCE)** Reading: **First Certificate (FCE)**
French Listening / Speaking: **Advanced**
Chinese Listening / Speaking: **Beginner** Reading: **Beginner**

Skills and competences

Traditional & digital paint, Traditional animation
Cartoonist
3D modeller, 2D/3D animation, Texture, Pixel Art
Video / Audio Editing
Web design, Web develop: HTML, CSS, PHP, Javascript, Unity script, MySQL

Computer skills

Adobe Photoshop, Adobe Premiere, Adobe After Effect
3DS Max, Maya
Unity Engine, Unreal editor
PHP, OOP, MySQL, jQuery, javascript, node.js
VSS, Perforce (P4), Subversion (SVN)

Awards

- 1997 Merit Award, Composition Contest for Piano, DE MUSICA Savona Italy
1994 First Award, Comics contest: Umbria fumetto, Perugia Italy

Own Projects

- www.torbak.com Online comics. Role: Cartoonist
www.vocabolaudio.com Online Italian dictionary. Role: Producer
www.torbakgames.com Own indie games. Role: Producer and Artist