



ROCCO PISANI

DESIGNER • ILLUSTRATOR • ANIMATOR

INFO



Name

Rocco Pisani



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SOCIAL



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SKILLS



Illustrator



Photoshop



InDesign



Procreate



Maya



XCode



WORK EXPERIENCE



Jun 2015
Present

GRAPHIC DESIGNER

Designed branding material such as logos, business cards, graphics for apparel and other merchandise for both individual clients and companies. Developed a variety of logos including wordmarks, brandmarks, monograms, and emblems. Produced marketing material including posters, banners, and company forms for promotional purposes. Created custom fonts and typefaces for clients to use in their businesses.



Jun 2015
Present

ILLUSTRATOR

Commissioned to hand-draw custom portraits of clients in a variety of styles. Digitally created custom vector illustrations for original characters and props. Illustrated and updated clients' existing character designs for use on websites and in printed books. Currently developing and designing content for personal projects, including mobile apps and extensions.



May 2018
Aug 2018

CHARACTER ANIMATOR

Worked as part of a team of talented artists animating a short film, "Nothing to Say", by director Aubry Mintz. Collaborated and problem solved with other colleagues. Worked efficiently in order to meet daily and weekly quotas. Tasks included traditionally-drawn animation as well as hand-painted lighting and texturing on the lead character, using digital animation software.



Sep 2017
Dec 2017

TEACHER'S ASSISTANT

Instructed a life drawing class in the Art Fundamentals program at Seneca College for an entire semester. Taught students the basics of human anatomy and gesture drawing. Circulated the studio providing feedback to help students improve their drawing abilities.



EDUCATION



Sep 2016
Apr 2019

ANIMATION • SENECA COLLEGE

Graduated from the Animation program specializing in 3D Character Animation. This program helped to develop skills in both traditional and digital media including life drawing, lighting and texturing, modelling, character design, and animation.



Sep 2014
Dec 2015

INDEPENDENT ILLUSTRATION • SENECA COLLEGE

Graduated from the Independent Illustration program. This program assisted in developing a unique illustrative style. Expanded understanding in several areas including structural drawing, figure drawing, digital paint, digital tools, and web design.



Sep 2013
Apr 2014

ART FUNDAMENTALS • SENECA COLLEGE

Graduated from the Art Fundamentals program. This program covered a wide range of the basics of art in both traditional and digital media. Developed the foundational skills of structural drawing, figure drawing, design & composition, digital tools, and colour theory.