

Nadia Brugnara

- Storyboard artist - 2D/3D animator -

Portfolio: <http://www.nadiabrugnara.com>

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Work experience

2D Animator MINI PET PALS S2 52x6' tv-show

Gruppo Alconi s.r.l (Trento, IT) – July 2017 – December 2017

Storyboard artist BLUES 26x2'

Rovio Animation Company (Vancouver, CA) – August 2016 – March 2017

Storyboard artist PIGGY TALES ACT III 26x2'

Rovio Entertainment (Espoo, FI) - March 2016 – June 2016

Children book illustrator

Edizioni Centro Studi Erickson (Trento, IT) - November 2013 - present

Storyboard artist BATPAT 52x11' tv-show

Movimenti Production (Saronno, IT) - November 2014 - May 2015

Storyboard artist OPS teaser

Movimenti Production (Saronno, IT) - July 2014

Storyboard revisionist MINI NINJAS 52x11' tv-show

Enarmonia (Torino, IT) - January - May 2014

Storyboard revisionist CALIMERO 104x13' tv-show

Movimenti Production (Saronno, IT) - May - July 2013

Storyboard artist EVERYBODY LOVES A MOOSE 52x7'

Movimenti Production (Saronno, IT) - February - May 2013

Clean-up artist and inbetweener PINOCCHIO feature movie

Cometa Film (Rome, IT) - June - August 2011

Storyboard revisionist I GLADIATORI DI ROMA feature movie

Rainbow CGI (Rome, IT) - June 2009 - July 2010

2D Animator LA MUÑECA NEGRA short movie

ICAIC (La Habana, C) - November – December 2009

2D Animator BARILLA COMMERCIALS

Mark TV communications (Florence, IT) - July - December 2008

2D Animator, editor MY DREAM TOY school project short movie

Scuola Internazionale di Comics (Florence, IT) - 2008

2D Animator GLI OCCHI SUL FUTURO short movie

AnimaGo Studio (Florence, IT) - July 2007

Education

3D Character Animation Professional Course at The Animation Workshop (February – June 2018)

Harmony Animation Bootcamp a course by Animation Skillnet Dublin (May 2017)

Storyboard for animation instructor Ian Abando (September – December 2014) CGMA, online class

Fundamentals of Character Design instructor David Colman (January – April 2103) CGMA, online class

Principles of animation instructor Stephen Gregory (August – December 2013) The Art Department, online class

Vocational Diploma in Animation 2005-2008 (30/30 cum laude)
Scuola Internazionale di Comics - Florence (Italy)

High School Diploma in Fine Arts 2000-2005
Istituto Statale d'Arte "Alessandro Vittoria" - Trento (Italy)

Skills and qualifications

I can work independently, following strict deadlines. I also enjoy working in team, I think it's the fastest way to grow as an artist.

Experienced in Photoshop, Flash, Harmony, Storyboard Pro, Maya, Illustrator, Premiere.
Fluent italian and english.

Other

In November 2009 I spent two weeks in La Habana (Cuba) for an animation internship at ICAIC through a scholarship I won at '*Scuola Internazionale di Comics*'.

In my free time I like gardening, hiking, singing with my choir, playing videogames and boardgames. I love travelling and learning new languages.