

Stefano Marchesini

**Senior Animator**

Portfolio: [www.marchesini3d.com](http://www.marchesini3d.com)

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### **Objectives**

I am continually searching for new challenges and opportunities for professional growth within the game industry.

### **AAA Credits**

Star Wars Battlefront 2: Clone Wars; Star Wars Battlefront 2

Dragon Age: Inquisition

Mass Effect 2; Mass Effect 3; Mass Effect: Andromeda

### **Work Experience**

- **Electronic Arts - Motive** 2017- present
- **Electronic Arts - BioWare** 2007- 2017

### **Recent Projects**

- **Unannounced project:** (present)
- **Star Wars Battlefront 2:** Clone Wars (Multiplayer)
- **Star Wars Battlefront 2:** Single Player Campaign
- **Mass Effect: Andromeda**  
gameplay animation, player team coordination support, systems development
- **Mass Effect 2, Mass Effect 3**  
AI animation (creatures and enemies), planning support, system development
- Animation instructor: 2006 Elis Institute, Rome
- *TV Show* Animator: 2005-2006 Fabrica arte & media studio
- Freelance Animator: 2003-2005

### **Education**

- *Diploma* in Classical Animation (VanArts, Canada)
- *Bachelor* in Software Engineering (Universita' di Bologna, Italy)

### **Soft skills**

- establishing an animation vision for managers and team members
- mentoring junior-mid level animators
- coordinating an animation team's task and priorities
- providing schedules and roadmaps to match deadlines
- Motion Capture: planning, directing and polishing
- working in close contact with designers and programmers to develop gameplay systems

### **Technical skills**

- **3D Softwares:** Maya, 3ds max, Motion Builder, XSI
- **Game Engines:** Frostbite, ANT, Unity, Unreal 3
- **Editing:** Photoshop, Premiere, AfterFx

### **Languages**

Italian (fluent), English (fluent), French (intermediate), Spanish (intermediate)