



AKI. Fabio Consorti

September 24, 1984

Italian/French

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JOB APPLIED FOR

Concept Artist - Pixel Artist - Game Designer

STUDIES APPLIED FOR

Ship Design, Surveyor, City Planning

WORK EXPERIENCE

2012 - present

Indie Game Developer

“Freelance Game Developer” - Viareggio

- Development for apps, games or private clients

Business or sector Entertainment Industry

2004 - present

Concept Artist - Pixel Artist - Illustrator

“Freelance Concept Artist and Illustrator” - Viareggio

- Art for magazines, books, films or private clients

Business or sector Entertainment Industry

2003 - 2016

Administrator

“CO & CO INGEGNERIA DI CONSORTI FABIO & C. SNC” - Viareggio

- Company organization and management

Business or sector Construction industry

2006 - present

Drafter

“Studio tecnico Ing. Salvatore Brunello Consorti” - Viareggio

- Building energy certifier
- Renderer

Business or sector Construction industry

Summer 2006

Lifeguard

“Bagno Amore” - Viareggio

- Sea rescue

Business or sector Lifesaving

Jan 2005 - Feb 2006

Electrician

“GP - Graziano Palmerini impianti elettrici” – Capezzano Pianore

- Electrical and Electronics Installer and Repairer

Business or sector Electrical systems

Summer 2003 **Electric Systems Assembler**
“Cantalupi Electric Systems” - Viareggio
▪ Switchboards and wiring assembler and installer
Business or sector Shipbuilding

Summer 2002 **Drafter**
“Studio tecnico Ing. Salvatore Brunello Consorti” - Viareggio
▪ Technical design for civil purpose
Business or sector Engineering and architecture

Summer 2001 **Switchboards assembler**
“ARTEL – Impianti elettrici di bordo” - Viareggio
▪ Switchboards assembler
Business or sector Shipbuilding

EDUCATION AND TRAINING

2008-2012 **BACHELOR'S DEGREE IN TERRITORIAL, URBAN AND ENVIRONMENTAL PLANNING**

“Pianificatore Junior - Corso di Laurea in Pianificazione della Città del Territorio e del Paesaggio”

School of Architecture - University of Florence

- Develop long-range objectives to cope with growth and change, in consultation with communities
- Perform surveys and site inspections
- Analyze information on physical, economic, social, legal, political, cultural and environmental factors which affect land use
- Discuss plans with local communities, private companies and government organizations
Consider new developments or re-developing areas and advise state and local governments on planning issues for projects such as new suburbs, transportation links, industrial estates, retail complexes and housing developments
- Draw up plans for development or re-development and evaluate proposals in terms of benefits and costs, recommending how schemes can be carried out
- Prepare urban and rural subdivision plans, taking into account various land uses, including residential, public open space, schools and shops
- Prepare and coordinate economic, social and environmental impact studies
- Design strategies to guide land and resource use and development in particular locations
- Recommend a course of action that ensures local and regional needs will be met, by taking into account factors such as amenity, community facilities, access to employment, retail housing and transport
- Supervise and work with associates and technicians.

2004 **HIGH SCHOOL DIPLOMA IN SHIP DESIGN**

“Costruttore Navale”

"ITN Artiglio", Viareggio

- Study of ship's static and dynamic forces
- Knowledge of materials and construction techniques
- Design of onboard systems
- Mastery of advanced tools for structural design of the vessel
- Organization and management of shipboard site

ADDITIONAL TRAINING

2006 **Lifeguard**

“Bagnino di Salvataggio”

“Società nazionale di Salvamento” - Genova

- First aid techniques
- Rescue techniques in water (sea, rivers, lakes, swimming pools)
- Technical seamanship (knots marine, rowing, etc.)
- Meteorology knowledge

PERSONAL SKILLS

Mother tongue Italian

Other language

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	x
English	good	good	medium	medium	good
Intermediate					

Communication skills

- Good communication skills gained through my long experience as team worker
- Flexibility to change personal points of view and learn from others
- Able to set up communication as the best way to improve
- Proactive team worker and problem solver

Organisational/managerial skills

- Leadership reinforced through my work experience (currently in charge in my society)
- Organizational skills gained during various projects direction

Job-related skills

- Ambitious to bring a new level of innovation
- Great passion for the creative process
- Ability to match quickly to the style and quality level
- Great deal of attention to details

- Computer skills Proficient in the use of most common programs and able to learn to use any type of software quickly:
- Advanced skills on operating systems (iOSX, Linux, Windows)
 - Good knowledge of Microsoft Office™ and Adobe™ suites
 - Trained in many other programs like: Unity, Autodesk Autocad, Autodesk Sketchbook, ESRI ArcGIS suite, SketchUp, Graphisoft Archicad, Abvent Artlantis, Pixologic ZBrush, PortalGraphics OpenCanvas, GIMP, Sourceforce.net Inkscape, Corel Draw suite, Corel Painter.
 - Advanced knowledge of game and web design
 - Basic programming knowledge
 - Competences in assembling hardware and understanding in machine working process
 - Crowdfunding knowledge
- Other skills
- Great traditional and digital art skills
 - Deep knowledge in architecture and game design
 - Rescue techniques in water
 - First aid techniques
 - Able to drive sailboats
 - Carpentry
- Driving licence
- A (automatic/manual gear)
 - B (automatic/manual gear)
- Hobbies
- Sports player
 - Hardcore gamer (two-times Xbox “Rainbow six 3” Italian champion)
 - In-depth knowledge in Cinema and animation
 - Passion for manga and Japanese culture
 - Book reader

ADDITIONAL INFO

- Works/Publications
- Cover “Il Tirreno”, Viareggio, July 29 2009
 - Illustrations for “Eden – L’inganno” 9th Circle Games, 2010
 - Illustrations for the expansion of “Eden – L’inganno” 9th Circle Games, 2011
 - “Camouran” Game on Google Play, 2014
 - Cover “Amianto Comics” n°1, 2016
 - “Little Big Heart” Playing cards deck, 2016
 - “Unity 4” Game on Xbox One/Steam, Concept and Art Direction, 2017
 - “Still Time” Game on PS4/PSVita, Art direction, 2017
 - “Demoniaca” Demo on PC/MAC/LINUX, Game Direction, 2017
- Presentations
- “Metropolis, a bold vision of the future”, University of Florence, 2012.
- Annexes
- Presentation
 - Portfolio