



## **AKI. Fabio Consorti**

September 24, 1984

Italian/French

Via Coppino 233 · Viareggio (LU) · Italy

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JOB APPLIED FOR

**Concept Art - Digital/Game Design**

STUDIES APPLIED FOR

**Ship Design, City Planning**

WORK EXPERIENCE

2012 - present

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### **Indie Game Developer**

“Indie Game Developer” - Viareggio/Utrecht

- Development for apps, games or private clients.

Entertainment Industry

2004 - present

### **Visual Master - Art Director, Concept/Pixel Artist, Illustrator, Painter**

“Freelance Visual Artist” - Viareggio/Utrecht

- Art for magazines, books, films or private clients.

Entertainment Industry

2003 - 2016

### **Administrator**

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

- Company organisation and management.

Construction industry

2006 - present

### **Drafter**

“Studio tecnico Ing. Salvatore Brunello Consorti” - Viareggio

- Building energy certifier.
- Renderer.

Construction industry

Summer 2006

### **Lifeguard**

“Bagno Amore” - Viareggio

- Sea rescue.

Lifesaving

2005 - 2006

### **Electrician**

“GP - Graziano Palmerini impianti elettrici” – Capezzano Pianore

- Electrical and Electronics Installer/Repairer.

Electrical systems

Summer 2003 **Electric Systems Assembler**  
“Cantalupi Electric Systems” - Viareggio  
▪ Switchboards, wiring assembler and installer.  
Shipbuilding

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

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

## EDUCATION AND TRAINING

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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.
- Analyse information on physical, economic, social, legal, political, cultural and environmental factors which affect land use.
- Discuss plans with local communities, private companies and government organisations.  
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 .
- Organisation 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	good	good	good
<b>Intermediate</b>					

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).
- Organisational 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 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 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

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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.