



PROFILE

The truth is that I'm terribly and avidly curious about everything and I love to get my hands dirty of paint, wire, clay and any other potentially animatable thing.

I am very passionate about the research of new techniques and experimental thypes of animation.

LANGUAGES

- ITA Native language
- ENG IELTS General Training Certification
- ESP Good understanding, School level spoken



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[portfolio](#)



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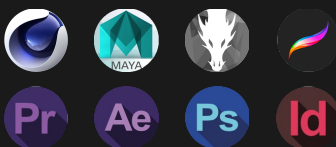


21 march 1989
Nationality Italian

EXPERTISE

Visual Storytelling
Animation
Project Management

SOFTWARES



FRANCESCA GUIOTTO

ANIMATOR AND VISUAL ARTIST

EDUCATION

Professional Development (Additional Training and Certificate Courses)

Character Design for Animation (J. Fraisse), Puppet Making (A. Grubb), *Traditional Drawing* (L. Pérez), *Narrative Techniques* (P. Bossio), *Watercolor Illustration* (G. Capdevila), *Children's Illustration* (L. Fleming), *Illustration Techniques* (A. Serra).

Master in "3d Character Animation" | 2018 - The Animation Workshop, Viborg (Denmark).

Focused on character-driven visual storytelling.

Master in "Stop motion Animation" | 2016 - Barreira Arte y Diseño, Valencia (Spain).

Focused on Clay Kids character's posing and acting.

Master in DOP for television (with internship) | 2013 - 2014 - IRIGEM Rosà and Padua (Italy).

Specialized in lighting, framing, and composition,

Bachelor's Degree in Visual and Performing Arts

2009 - 2012 - IUAV, Venice (Italy).

Scientific High school Diploma in Environmental Chemistry

2002 - 2007 - ITISVEM, Valdagno (Italy).

EMPLOYMENT HISTORY

Freelance Animator and Visual Artist | 2017 - present

Directed and produced audiovisual projects from concept to delivery, handling direction, animation, storytelling, and management independently and in team.

Freelance Videomaker | 2015 - 2017

Directed and produced video contents, including editing and post-production, for corporate, creative, and promotional projects.

Animator & VFX Artist | 2014 - 2015 at Kinarto, Trissino (Italy)

Created 2D/3D animations and visual effects for multimedia projects, collaborating closely with clients and teams to meet project goals.

3D Artist | 2014 - 2015 at Studio 3D Cad (Architectural Renders), Trissino (Italy)

Produced high-quality 3D architectural renders, focusing on realistic lighting, textures and spatial storytelling for architectural firms.

DOP (internship) | 2013 - 2014 at TV Italia 7Gold, Telepadova SPA, Padua (Italy)

Assisted in cinematography, lighting and framing for television productions, gaining hands-on experience in cinematography and studio setups.

AWARDS

Best Animation Film - 34th ed. Asolo Art Film Festival, Asolo, Italy.

Mention of Merit for Young Artist - 11th ed. Festival Video Art M.Cosua, Venice, Italy.

