

Fabio Ilacqua

PERSONAL DETAILS

Nationality: Italian Date of birth: 16th October 1978
Email: ilacqua.fabio@gmail.com Portfolio: <http://www.fabioilacqua.com>
LinkedIn: it.linkedin.com/in/fabioilacqua
Language: Italian (native language) and English (fluent), basic knowledge of Dutch and Japanese
Reference: Available upon request

SHIPPED TITLES

Toybox	ZHEROS
League of Legends	Ryse: Son of Rome
Crysis 3	Crysis 2
F.E.A.R. 3	It's your stage Dance
Terminator Salvation	Wanted: Weapons of fate
Unreal Tournament 3	Overlord
Gears of War	Hoopworld

PROFESSIONAL EXPERIENCE

2016 – Present CLOUDGINE LTD
Cloud Gaming development for multi-player games and simulations (Edinburgh, Scotland)

ART DIRECTOR

2014 – Present RIMLIGHT STUDIOS SRL
Game development studio specialized in PC, Xbox One, PS4 titles (Catania, Italy)

CO-FOUNDER and ART DIRECTOR

Conducted daily Business Operations and the Art Direction of the studio projects

Team size: 3-10 people

Projects duration: from 18 to 24 months

Shipped titles: ZHEROS

Management

- Directed the art production in house and offsite with freelancers
- Setup of the processes and pipeline for the team, project management
- Conducted performance reviews and recruitment
- Managed the communication with publishers, vendors and press
- Business development and PR
- Organized training of new artists during initial orientation period
- Provided artistic feedback to the team, ensuring consistent style, quality and respect of timelines

Art Creation

- Created a variety of models and textures for in-game assets
- Level design, lighting, enemies and game-play setup
- Engine integration of the assets (Unity)
- Shaders creation and particles effects
- R&D of new tools and processes
- Assets polishing and content optimization

2010 – 2013

FORGE STUDIOS SRL

Outsourcing production services studio for the video game industry (Rome, Italy)

CEO, CO-FOUNDER and ART DIRECTOR

Conducted the Business Development and the Art Direction of the studio projects

Team size: 3-8 people

Projects duration: from 3 to 24 months

Shipped titles: Ryse: Son of Rome, League of Legends, Crysis 3, Crysis 2, F.E.A.R. 3, It's your stage dance

Management

- Directed the art production in house and offsite with freelancers
- Established methodologies and procedures to handle task scheduling, prioritization and coordination
- Handled the communication with the clients (workflow, updates, feedback, deliveries) and freelance artist offsite
- Conducted performance reviews and recruitment
- Organized training tasks, artists' improvement plans and training of new artists during initial orientation period
- Provided artistic feedback to the team, ensuring consistent style, quality and respect of timelines

Art Creation

- Created a variety of models and textures for in-game assets
- Engine integration of the assets (CryEngine 3, Unity)
- R&D of new tools and processes
- Assets polishing and content optimization

2005 – 2010

STREAMLINE STUDIOS BV

High-end digital content provider for the video game industry (Amsterdam, The Netherlands)

Shipped Titles: Terminator Salvation, Wanted: Weapon of Fate, Unreal Tournament 3, Gears of War, Overlord, Hoopworld

ART DIRECTOR (2009-2010)

Directed the art creation of the studio projects

Team size: about 30 people

Projects duration: from 3 to 14 months

- Directed the art production of multiple projects divided among several teams with an average of 10 people per team
- Supervised Lead Artists, prioritizing and coordinating tasks to ensure quality standards, respect of timelines
- Communication with clients
- Worked with Studio Art Director to plan projects workflow, timelines and create examples for the artists when needed
- Managed and coordinated the communication with other departments involved with production
- Conducted performance reviews and recruitment with Studio Art Director and HR

LEAD ARTIST (2007-2009)

Supervised a team of artists providing artistic and technical feedback, created models and textures for multiple projects.

Team size: from 3 to 15 people

Projects duration: from 3 months to 14 months

Management

- Schedule creation and management, prioritization and coordination of tasks, communication with client (workflow, updates, feedback)
- Organization of training tasks, artists' improvement plan and training of new artist during initial orientation period
- Artistic feedback, ensuring consistent style, quality and respect of timelines
- Creation of examples and guidelines for assets production
- Conducted recruitment with Studio Art Director and Senior Prod. Manager

Art Creation

- Creation of models and textures for in-game assets
- Engine integration of the assets (Unreal Engine 3, or proprietary)
- Creation of in game shaders

SENIOR ARTIST (2006-2007)

Created models and textures, worked closely with the Lead Artist to assist and mentor the other artists.

Researched new tools and techniques, documenting the processes for the other artists.

2D/3D ARTIST (2005-2006)

Responsible for creating models and textures, including characters and environments with full in-game integration.

2003

ICONICS INC.

Software developer offering real-time visualization, HMI/SCADA, energy, fault detection, manufacturing intelligence and analytics solution (Massachusetts, US)

INTERN SOFTWARE ENGINEER (6 Months)

Worked in a team on the development and testing of:

- ReportWorX.NET - Reporting, Charting and Analysis Software
- PortalWorX.NET - Real-time Collaboration and Visualization Dashboard

EDUCATION

2004 Master Degree in Computer Engineering, University of Catania (Italy)
1997 Computer Science Expert diploma, I.T.I.S. "G. Marconi" – Catania (Italy)

SKILLS

Artistic

Able to adapt to different visual styles

Modeling, Texturing, Lighting, Shaders creation, PBR lighting, Unreal Engine 3, CryEngine 3, Unity, Autodesk 3ds max, Autodesk Mudbox, Photoshop, ZBrush, Quixel Suite, Substance Painter, Marmoset Toolbag, Xnormal

Basic knowledge of Maya and Modo

Programming

C/C++, Microsoft .NET Platform, C#, HTML, XML, Java Script

Others

Microsoft software: Office, Project, Source Safe, SharePoint

Hansoft, Perforce, Shotgun, Jira

INTERESTS

Video games, Science fiction, Fantasy, Movies, Basketball.

LECTURES & TALKS

2012 Guest Lecturer at Pixel 7 - Austrian computer graphics conference
Talk: "Hard surface modeling workflow"