



Sara Pezzoni

sara.pezzoni94@gmail.com

www.sarapezzoni.com

CG Artist currently working in the VFX industry, specializing in texturing and look development

Sara Pezzoni

Junior 3D Artist

Primary Skills

Modeling

Texturing

Lookdev

Secondary Skills

Lighting

Sculpting

Compositing

Softwares

Maya

Zbrush

Substance Painter

Mari

Nuke

Photoshop

Speedtree

Unreal Engine

Marvelous Designer

Experience

COPENHAGEN VISUAL / Junior 3D Artist

CG generalist

JANUARY 2023 - CURRENT, DENMARK

COPENHAGEN VISUAL / 3D Intern

CG generalist

AUGUST 2022 - DECEMBER 2022, DENMARK

MANO / 3rd Year 3D Project (to be released in 2023)

CG generalist and Texture Supervisor

JANUARY 2022 - JUNE 2022, DENMARK

We Want School / NGO Project (commercial for 5Skoler)

CG generalist and Production Manager

JANUARY 2021 - JUNE 2021, DENMARK

Education

The Animation Workshop / Bachelor in Computer Graphic Arts

AUGUST 2019 - JANUARY 2023, DENMARK

The Animation Workshop / VFX Professional Training Course

AUGUST 2021 - DECEMBER 2021, DENMARK

The Drawing Academy Portfolio / Portfolio Course

JANUARY 2019 - MARCH 2019, DENMARK

The Drawing Academy / Classical Drawing Course

AUGUST 2018 - DECEMBER 2018, DENMARK

Advanced Digital Artist / iMasterArt Course

JANUARY 2018 - JUNE 2018, ITALY

CG course covering foundations for digital artists

The Drawing Academy / Classical Drawing Course

AUGUST 2017 - DECEMBER 2017, DENMARK

