

MARGHERITA PREMUROSO

personal url

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Experience

LOOK DEVELOPER at Kazoo Creative _2011

ART DIRECTOR at InkyMind _2011 Project Tv Serie _Flat Frog

VISUAL DEVELOPER , STORYBOARDER , MOTION DESIGNER at Spov.tv (Pitch , Style Frame,Storyboard) _2010

Call of Duty Black Ops

Title Sequence: Film unannounced

VISUAL DEVELOPER FOR PITCH at Blue-zoo (Uk)_ 2010

(Pit Stop" commercial for Kellogg's Coco Pops Choc 'N' Roll) _<http://vimeo.com/14242567>

CONCEPT ARTIST Electronic Arts (London) _2010

Farm Ville (Social Game)

CHARACTER DESIGNER Edda Design(Spain) , Pitch _2010

DIRECTOR, MOTION DESIGNER, ANIMATOR Playstos Entertainment project for PSPgo and Nintendo DS_2009–2010

VISUAL DEVELOPER(Italy) PostOffice Advertise Client:PEPSI- Twilight

CONCEPT ARTIST , Playfish (London) Web game 2009–2010

Golf social game

CHARACTER DESIGNER, Magic Pocket (France) DS Nintendo _
IMAGINE TEACHER: CLASS TRIP

CHARACTER DESIGNER Virtual Fairground MMORPG PC, December 2008
I have drawn the main characters for a MMORPG, the Title is not announced

CHARACTER DESIGNER, Cube Creative (France) Entertainment November 2008
I have drawn characters for a TV Channel (Gullies)

Animator TEAMTO Valence France October 2008
I have animated the characters for a TV children's serie "HAEROPORT"

Director and Art Director, Mykey Studios 2007–2008

Project: "Will & The Wheel"

I work on the storytelling, storyboarding, layout and mainly the direction of the first short film of this new company.

Art Director, Motion Gapher , Playstos Entertainment 2005–2008

Project: "Fast Women" (PC-Xbox360, TBD)

I 'm was responsible for the whole art direction of a AAA title, coordinating a team of 16 people.I have created the characters and I'm occupied the motion graphic of menu and interface.

Junior Art Director, Motion Designer, Playstos Entertainment 2005–2006

Project: "Iridium Runners" (Playstation2, SouthPeak Interactive)

I was responsible for the Environments Art Direction and for the coordination of the team working on the intro cinematic of the game.

Freelance Concept artist, Playstos Entertainment 2005–2006

Project: “Ruff Trigger” (Playstation2, Natsume Inc.)

I had created promotional graphic contents for the game launch and coordinated the marketing art team.

Freelance Artist, 2004–2005

I work freelance as an illustrator, concept artist and as an animator for many companies.

Education

ANIMATION MENTOR

IED (European Institute of Design) – Art Degree (Animation)

UPGRADE School – Autodesk Maya Animation & Rigging Diploma, 2006

Certified PIXEL CORPS MODO LUXOLOGY

2004 Istituto Preziosissimo Sangue, Monza (MI) — Art Diploma, 2001

Clients

Electronic Arts (UK), Edda Design, Spov.tv(UK), Blue-Zoo(UK), Playfish (UK), Satchi and Satchi, PostOffice, Virtual Fairground (Netherlands), Magic Pocket (France), Playfish (Netherland), Playstos Entertainment (Italy), Cube Creative (France), Adver performance, Giunti Editore, Tbwa (agency), Touring Club, Trade Business (magazine), News(magazine), Piaggio, Videoclip Andrea Bocelli

Exhibitions

2011_Quantum Leap Gallery, Rome

2011_Urban Art, Rome

2011_Ogni Pensiero Vola, Rome

2011_Corto circuito, Galleria Studio Iroko Milan

2011_Finalist Trofeo Sebastiano Conca, Rome

Awards

- _ Selection 2011 Siggraph
- _ Winner 2011 1st Prize Cartoons Rome
- _ Winner 2011 1st Prize Tokyo Anime
- _ Selection 2011 Future Film Festival
- _ Selection 2011 View Conference Turin
- _ Screen 2011 Festival Internacional de la Imagen a Manizales
- _ Selection 2010 Animanima
- _ Publication 3D World Magazine
- _ Publication 2011 Repubblica.it
- _ Selection 2011 Milano Film festival
- _ Selection 2011 Bang Awards
- _ Winner AnimazSpot
- _ Selection 2010 Vimeo Festival Awards
- _ Selection 2010 OneDotZero
- _ Selection 2010 Festival du Film Minute de Lille
- _ Selection 2010 Bradford animation festival
- _ Selection animation mentor Showcase
- _ Screen 2011 Cemusa Digital Video Network, New York City
- _ Interview publication 3d World
- _ Selection 2011 Siggraph Asia
- _ SelectionMr Hyde Tube festival
- _ Selection 2011 Rushes Soho Shorts
- _ Selection 2011 Bristol Encounters International Film Festival
- _ Selection 2011 Hyde Tube festival
- _ Screen 2011 OneDotZero Festival
- _ Selection 2011 Aesthetica Short Film

