

ALESSANDRA VETTORI



- 05/01/1992
- Udine - IT | work remotely

CONTACTS

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ON-LINE PORTFOLIO

www.alessandravettori.com

HOBBIES AND INTERESTS

TAILORING MODEL AND SEWING
MIEVIAL HISTORICAL FENCING
VIDEOGAMES
PHOTO EDITING
READING
MUSIC
MAKE-UP

LANGUAGES

Italian

English B1

SOFT SKILLS

Work autonomy

Team working

Precision

OPERATING SYSTEMS

Windows

Mac

SPECIFIC SKILLS

Illustration

Hand drawing

Digital drawing

Traditional paint

Digital paint

2D concept art

Graphic design

Photo/video editing

SOFTWARES

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe After Effects

Adobe Premiere Pro

DragonbonesPro

AutoCad 2D e 3D

cms Wordpress

WORK EXPERIENCES

15.07.2021 - 15.07.2022 | PASIAN DI PRATO (UD) - IT

UNIVERSAL CIVIL SERVICE

- Research and cataloguing of tangible and intangible artistic and cultural assets
- Local artigians video interview
- Video editing
- Graphic design

08.05.2019 - 11.06.2019 | TRIESTE - IT

GRAPHIC INTERN

www.crowdm.com

- Design icons for android and ios app
- Photo editing
- Website update

SINCE 06.2016 | UDINE - IT

FREELANCE ILLUSTRATOR

- Editorial illustration
- CD cover/ Graphic design
- 2D concept art

11.2011 - 04.2016 | BASSANO DEL GRAPPA (VI) - IT

2D AUTOCAD TECHNICAL DESIGNER

- Drawing of floor plans and prospects of buildings

PROJECTS AND AWARDS

23.06.2018 - 24.06.2018 | TREVISO - IT

PLURIARTE

Group exhibition of illustration, music and literature

07.04.2018 - 15.04.2018 | ISTRANA (TV) - IT

BIENNALE D'ARTE DI ISTRANA

Group exhibition of contemporary art

15.11.2017 - 15.12.2017 | PADUA - IT

STEP BY STEP

"Contact - when art enter space"

Group exhibition of contemporary art

- Collaboration between the Youth Project Office in Padua and the Department of Cultural Heritage of the University of Padua.

17.03.2017 - 17.04.2017 | PADUA - IT

INSIDECOMICS

Group exhibition within the illustration and comic festival "BeComics"

EDUCATION

12.10.2022 - (23.02.2023) | UDINE - IT

ENAIIP - FRIULI VENEZIA GIULIA

- Web design and videography techniques

02.2019 - 06.2019 | UDINE - IT

"CSG.LAB" - PROFESSIONAL TRAINING CENTRE

- Qualification of IV Level EQF: Graphic Technician

10.2012 - 07.2015 | PADUA - IT

SCUOLA INTERNAZIONALE DI COMICS

ACADEMY OF VISUAL ARTS AND NEW MEDIA

www.scuolacomics.com

- Illustration
- Traditional painting techniques
- 2D Concept art

10.2011 - 05.2012 | BASSANO DEL GRAPPA (VI) - IT

CENTRE FOR PERMANENT EDUCATION

AUTODESK AUTOCAD 2D AND 3D

- Technical design

09.2006 - 06.2011 | NOVE (VI) - IT

ART HIGH SCHOOL - VISUAL COMMUNICATION

- Traditional art techniques

VIDEOGAMES PROJECTS

SINCE 05.2022 | UDINE - IT (REMOTE)

"JESTER PROJECT"

Indie rpg game for PC - Genre: oniric/horror

- Art director
- Illustrator
- 2D concept artist

VOLUNTEERING

SINCE 01.2018 | TRIESTE - IT

"NOVA COMPANIA VIS FERRI"

Medieval historical re-enactment of the XIV-XV century

- Teaching on rules and customs
- Historical fencing

Operating in Italy and abroad.

09.2009 - 02.2010 | BASSANO DEL GRAPPA (VI) - IT

REST HOUSE I.S.A.C.C.

- Teacher of painting techniques