

Hello.

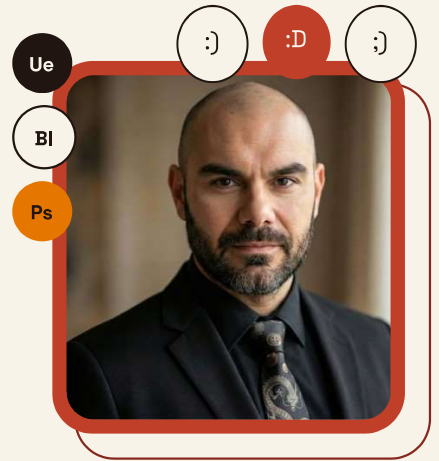
I AM GIANLUCA SCATTARELLA

3D ARTIST

LEAD ARTIST

UNREAL ENGINE

I craft immersive digital worlds through modeling, texturing and lighting, and I lead artists to reach the desired level of detail and aspect of the games in development. Breaking the bigger picture into its main building blocks lets me solve the root cause of a problem without losing sight of the whole.



GIANLUCA SCATTARELLA

CONTACT

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SOFTWARE

Unreal Engine Photoshop
Blender After Effects
Autodesk Maya Illustrator
AutoCAD InDesign

CREATIVE FIELDS

Environment art World building

Lighting Look development

Modular kits Blueprints

Level design Team leading

Artistic review

Real-time optimization

EDUCATION

Architecture — La Sapienza, Rome · 2009

Artistic High School “Tuscia” — Viterbo · 2002, one year in advance

Unreal Engine 4 & blueprints — Udemy · 2021

After Effects official course — PC Academy · 2019

LANGUAGES

Italian English Spanish

EXPERIENCE

2021 — TODAY **Art Director — Crowworks Studio, Gammastone**

Leading a group of artists, coordinating their work and keeping visual targets consistent across the production.

2025 — TODAY **Unreal Environment Artist — Freelance**

Modeling, texturing and lighting for interactive experiences; modular kits and real-time optimization.

2021 — 2023 **ArchViz / Environment Senior Artist**

Unreal Engine and Blender pipelines for architectural and product visualization.

2019 — TODAY **Senior Graphic Designer — Centroauto VT srl**

2D and 3D animation for brand identity and marketing. Lead a team of three.

2010 — 2021 **Lead Graphic Designer — Forza Creativa Studio**

Project management, web design, illustration, videomaking, photo editing.

2011 — 2012 **Graphic and Interior Designer — Serra-More**

FEATURED PROJECTS

NEDEN

Principal Environment Artist on an upcoming multiplayer open world: world building, modular kits, lighting and look development.

CAT

Environment Artist for the recent advertising campaigns of CAT (ex Caterpillar), built and lit in real time.

N31

Art Director of a stylized open-world car game: visual direction, look development and art pipeline. Unreleased.

Gammastone

Architectural and product visualization: materials, lighting and animation.

LET'S WORK TOGETHER

REEL & PORTFOLIO