

Maurizio Curto

**ILLUSTRATION
ANIMATION
TEAM LEADER**



CONTACT



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EXPERIENCE

Webkinz

Art Lead

December 2013 - Present

Directed and assisted with numerous interactive projects throughout the art department, while supervising artists on style and consistency towards their design and animation assignments. Responsible for seeing that deadlines are met, quality of work is at its best along with teaching and guiding artists to produce and create visually appealing and effective results.

Strong believer and an active participant in researching trends and new developments in the multimedia entertainment industry targeted towards children and players. Extensive and up-to-date knowledge in mobile, tablet and all other platforms of interactive gaming and user experience.

Illustration & Animation Lead

January 2009 - December 2013

Primary responsibilities consisted of overseeing artistic elements, such as character and background designs, to guarantee that they meet the highest of standards. Working directly with other departments, such as the development team, I assisted with file asset preparation and coming up with solutions to produce a more user friendly experience. I also worked with our quality assurance department to troubleshoot and solve everyday technical issues that were evident throughout our website.

2D Artist

February 2006 - January 2009

I spent many years developing the artistic style of Webkinz, through illustrations of numerous products and interactive images. I accomplished this through working on website content, gaming experiences, store and online merchandise, marketing materials, and charity organizations.

Produced a variety of flash based animated projects, which included: game and interface tutorials, online commercials, full length music videos and a wide range of actionscript based online pets. These digital pets were the key source to our product, as I worked thoroughly to produce a flawless experience, from a creative and technical standpoint.

Forgetful Eddie

Co-Creator & Illustrator

August 2010 - November 2010

Responsible for the visual creation of the main character, backgrounds and elements, in a self-published children's book.

Worked alongside a talented team of individuals, which consisted of a creative writer and secondary colour artist, to produce a 30 page full colour printed book. I was responsible for composing the illustrations, plus directing the project from start to finish, producing a professional finished piece.

EXPERIENCE - Continued

Urban Fairytales

Co-Writer & Puppeteer

March 2008 - September 2010

Involved in plot development and assisting with theatre production of various fantasy nature related puppet shows for children. These shows were presented through a variety of venues such as festivals, fundraisers and private functions.

Performed many plays through the use of unique puppets; creating different personalities, character voices and delightful physical expressions.

FYI On Demand

Graphic & Web Design

May 2002 - September 2004

Researched and developed numerous corporate branding elements for FYI clients and assorted event specific marketing materials for client pitches and presentations.

Gained a familiarity with digital workflows, variable data printing, data repository concepts and digital offset presses. Responsible for preparation of files for print; including pre-flight and imposition.

EDUCATION

1999-2002

Seneca College of Applied Arts and Technology

Graduated from a three year Graphic Design program.

Program focused on the creative aspects of design through print-based graphic materials and computer based software applications.

Areas of study included drawing, typography, print production, visual design concepts, colour theory, flash and web concepts, advertising, and photography.

The use of computer design skills, along with creativity and technique, was integrated into various subjects throughout the program. This provided the opportunity to apply these principles to produce a variety of original and stimulating design solutions.

1997-1999

Art Gallery of Ontario

Completed a two year Advanced Illustration program.

Experimented with traditional and non-traditional drawing media along with elaborate exercises to sharpen visual perception and extend technical knowledge.

Worked with still life and the live models, to produce artwork that challenged us to advance our skills in pencil drawing, painting, sculpture, and other mixed media.

SKILL SETS

Illustration



Animation



Design



Directing



Illustrator



Flash



Photoshop



Premier

