Alessandro Marzocchi

3D Artist

PROFILE

I'm a 3D artist with a background in architecture and a strong passion for creating immersive digital environments.
After my studies, I decided to focus on visual development, with the goal of designing virtual spaces that combine visual impact, atmosphere, and storytelling.
I enjoy exploring new creative solutions, stepping out of my comfort zone, and collaborating with multidisciplinary teams on projects that blend art and technology.

EDUCATION

PROFESSIONAL COURSE GAME DESIGN
Istituto Volta
2023 - 2024

LM-4 SUSTAINABLE ARCHITECTURE FOR THE PROJECT
Politecnico di Torino
2021 - 2023

L-17 ARCHITECTURE
Politecnico di Torino
2019 - 2021

DIPLOMA OF SECONDARY SCHOOL
Scientific High School "Alfonso Gatto", Agropoli (SA)
2012 - 2017

LANGUAGES

ITALIAN
Native Language

ENGLISH IELTS 6.0
Official B2 Certificate
2021

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EXPERIENCES

3D Designer - Novantadiciotto

2025   Novantadiciotto, Torino (TO)

3D design activities for exhibition setups and events, with a strong focus on rendering and 3D visualization.

Tutor - Event Horizon School

2025   Event Horizon School, Torino (TO)

3D Art Tutor for Game Design workshops at the Event Horizon academy.

Stage - 3D Environment Artist

2024   CGM Verse, Torino (TO)

3D modeling and Texturing with Blender software

Use of Unity for 3D environment creation

Progettazione di ambienti per Metaverso

SKILLS

Maya	Blender
Substance Sampler	Substance Painter
Unity	Unreal Engine
Photoshop	Illustrator
Autocad	Archicad
DaVinci Resolve	Office

INTERESTS

Technology   Nature   Reading   Videogame