

# davide di bella.

- ↗ **Web portfolio**  
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davidedibella.design

I am a 3D artist focused on product and architectural visualization, digital art, and asset creation for video games and interactive experiences.

I actively seek new opportunities to challenge myself beyond my comfort zone, and my career goals always lead me to seek out creative and exciting projects.

## education

- 2020  
**Master Degree in Design**  
Università degli Studi di Firenze
- 2020  
**Rhinoceros Certification - Expert level 2**  
McNeel Europe
- 2018  
**Bachelor Degree in Industrial Design**  
Università degli Studi di Firenze
- 2009  
**Industrial technical expert diploma**  
ITIS G. Marconi, Messina

## academic experience

- 2022  
**PHD Student - Researcher**  
IDEE Lab - Innovation in Design Engineering.  
Università degli Studi di Firenze
- 2022  
**Talk IOI: Call For Cities**  
Tactical Urbanism for Informal Neighborhoods.  
Università degli Studi di Firenze
- 2022  
**Assistant**  
IDEE Lab - Innovation in Design Engineering.  
Università degli Studi di Firenze

## working experience

- 2024  
**3D Concept Artist**  
Mirable, Milan
- 2023-2024  
**Computer Graphics Teacher**  
ABAM, Messina
- 2021-2022  
**3D artist - Archviz - Rhinoceros/Grasshopper Trainer**  
Un-Real studio, Florence
- 2020-2021  
**3D generalist - Mixed reality designer**  
La Cerniera srl, Florence
- 2019-2021  
**3D generalist**  
Studio MP, Calenzano

## competitions

- 2023  
**Call for design**  
Hiro Design.  
Proj. Bilico: finalist
- 2021  
**Tactical urbanism now!**  
Terraviva competitions.  
Proj. Encuentro: 2nd prize
- 2020  
**Keep in touch, not too much**  
Graphic Design.  
Winner
- 2019  
**Towards the Digital Market**  
Università degli Studi di Firenze.  
Proj. Luman: Winner

## exhibitions

- 2022  
**M.A.D.S. Art Gallery**  
Brain Cake exhibition, Barcelona
- 2022  
**M.A.D.S. Art Gallery**  
Pretty Perv exhibition, Milan
- 2022  
**MIDA - Mostra internazionale dell'Artigianato**  
Artigianato e impresa 4.0.  
Fortezza da Basso, Florence
- 2015  
**Pending Cultures**  
Suspension Lamp Design.  
Le Murate, Florence

## published in

- 2022  
**Unbuilt: Architecture Competition Projects**  
MasilWide, South Korea
- 2022  
**L'Interior visto dal Design**  
Stefano Follesa.  
DIDA Press, Florence
- 2022  
**AHFE International**  
Conference paper:  
"Design of a devices' system with tangible interface aimed to an inclusive smart working experience and wellbeing".  
AHFE 2022, New York

## languages

Italian - native  
English - B2  
French - A2

## skills

3D modeling  
Parametric modeling  
CGI rendering  
Texturing  
Digital art  
Arch. visualization  
Art direction  
Product design

## tools

Rhinoceros  
Grasshopper  
V-Ray  
Blender  
Cinema 4D  
Substance Painter  
Substance Designer  
Unreal Engine  
Clo 3D  
Marvelous Designer  
3ds Max  
Photoshop  
Illustrator  
Indesign  
Premiere Pro