



GIULIA MERCURI

CONCEPT ARTIST
ILLUSTRATOR

ABOUT

I firmly believe that creativity thrives at the intersection of diverse knowledge and experiences. My scientific studies have equipped me with the ability to approach artistic challenges from a different perspective, often leading to innovative design solutions and problem solving

CONTACTS

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- Turin, IT
- www.giuliamercuri.com
www.artstation.com/giulia__mercuri

LANGUAGES

- Italian
- English
- French

REFEREES

- HARDY FOWLER**
hardyfowler@gmail.com
www.digitalpaintingstudio.com
- SAMANTHA CAPALDO**
info@samanthacapaldo.it
www.samanthacapaldo.com

STUDIES AND EXPERIENCE

2024- LA BOTTEGA DELL'ARTE, TURIN

- Digital media teacher

2023-24 CONCEPT ART ACADEMY

- Scholarship for Hardy Fowler's DPS Academy of Concept Art professional program

2023- JEREMY VICKERY WORKSHOP PROGRAM

- Jeremy Vickery's Scholarship for "Advanced Lighting and Color in animation and games"

2023 SPECIALIZATION

- Michigan State University "Art for Games" Specialization (2023) Low Poly, Mid Poly 3D, Concept Art
- California institute of Arts "Game Design" Specialization

2023 MASTERCLASSES

- Lucas Ridley "3D Animation in Maya"
- Even Amudsen "Concept Art: Character design and world building"

2023 DPS WORKSHOP WITH RANDY RUEDISUELI

- Concept art with 2D and 3D Blender techniques mentored by Randy Ruedisueli

2021-23 LA BOTTEGA DELL'ARTE, TURIN

- Apprenticeship in traditional Fine Arts

2018- UNIVERSITY OF TURIN

Master Degree student Theoretical Physics
Bachelor Degree in Physics

TECH SKILLS

- Photoshop, Krita
- Blender
- Maya
- Unity
- Inkscape
- C++
- Photography
- Photobashing