

Tom Vitale

CGI Artist & Artistic Director

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- tomvit.com
- behance.net/tomvit

I'm a freelance **CGI Artist & Artistic Director** based between Paris and Tokyo I specialize in Art Direction, CGI, and user experience, with a passion for Photography .

Over the past seven years, I've straddled the physical and digital spheres, **FOCUSING ON LOOK DEV, 3D DESIGN, ART DIRECTION, LIGHT AND RENDER.**

I moved to Tokyo in 2024 after spending pretty much my whole life between Europe and Asia

Professional Experience Highlights

- 2023 ● During **Balenciaga's Fall 2022 Couture**, I was truly humbled to be part of the **Mercedes-AMG Face Shield** R&D.
- 2022 ● Art Direction / Helmet design for **Charles Leclerc** for **Scuderia Ferrari, Formula 1.**
- 2021- 2022 ● CGI/VFX/Motion Design/Interactive Design for several fashion & luxury brands. (**Rimowa, Balenciaga, Dior, LV, Nike, Givenchy**)
- 2019 - 2021 ● CGI / VFX / Motion Design project for **Paris Saint Germain & Nike.**
- 2017 - 2021 ● CGI / Art Direction / VFX for music videos. (**Gazo, Tiakola, Hamza ,Prime**)
- 2016 - 2017 ● Graphic design, Motion Design, Webdesign & CGI experiences. (**Publicis Group, Publicis France**)

Employee Experience

- 2023 - 2024 ● **CACTUS DIGITALE**
Art Director / CGI Generalist
Milan - Italia / Full Time
- 2022 - 2023 ● **LVMH**
Art Director / CGI Artist
Dubai - Western Asia / Full Time
- 2021 - 2022 ● **Carré Noir**
Graphic Designer / Assistant AD
Paris - Europe / Full Time
- 2019 - 2021 ● **Better Stronger Studio**
Assistant AD / CGI Artist
Paris - Europe / Apprenticeship
- Mid 2018 ● **Publicis**
Graphic designer / CGI Artist
Paris - Europe / Apprenticeship

Education

- 2019 - 2021 ● Art Direction & Graphic Design
Master's 2 degree
Apprenticeship - **Fonderie de l'image, Paris**
- 2018 - 2019 ● Art Direction & Motion Design
Master's 1 degree
Apprenticeship - **Fonderie de l'image, Paris**
- 2015 - 2018 ● Art Direction & Graphic Design
Bachelor's Degree
in Apprenticeship - **Gobelins, Paris**
- 2014 - 2015 ● Art Direction & Graphic Design
Technical's Degree
in Apprenticeship - **Gobelins, Paris**
- 2011 - 2014 ● Graphic Design & AD Baccaulaureate
with Honours grades
Gobelins, Paris

Skills

Softwares

Adobe Creative Suite
(PS, AI, AE, PR, ID, XD)

3D / Production Softwares

Cinema 4D - Octane - Redshift - Arnold
Substance Painter
Marvelous Designer
Zbrush
Maya - Arnold
Mari
Davinci Resolve
Unreal Engine 5
Rizom UV

Languages

- English ● Fluent [C2]
- French ● Fluent
- Japanese ● (N5)