Tiziana Loni
Technical 3D Artist

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I am a 3D Technical Artist , currently working as a freelancer, with almost 20 years of professional expertise in 3D Software and Computer Graphics, with particular focus on FOSS. I am based in Dundee – UK since 2016.

My skills include, but are not limited to:
Modelling, texturing, rigging and animation of characters and creatures. Architectural visualization, hard surface modelling, environment modelling. I've been using Blender 3D for modelling, shading, rigging and animation since 2006.
Video editing with DaVinci Resolve 8, Blender Compositor and VSE, Adobe Premiere CC Pro.
Image editing with Krita, Gimp, Photoshop.
Python scripting and foundations of Object Oriented programming (Java), general knowledge of Computer Science.
Knowledge of the import and setup pipeline of characters, animations and props in game engines such as Unity, UE4 and Godot.
Ability to learn new skills fast and effectively, find correct information and reference material.
I am currently refreshing and expanding my knowledge of HTML5, CSS, JavaScript and Three.js via the Odin Project and Udemy classes. The goal is to get the ability to extend my skills and create 3D Web Applications.
I get along well with colleagues and clients and I have ample experience of team work.

Work Experience

- **2014/2023 - Freelance 3D Artist.**
  - **Top Rated Artist on Upwork with 30+ projects completed,** including product renders, educational videos, real-time assets and characters, web graphics, VR/AR content, interactive 3D, toon animations, Python scripting, architectural modelling, animated 3D Logos, panoramic rendering and more. The list would need a CV of its own.
  - A small sample of my Upwork projects can be seen at the address below. Since the majority of the jobs is private, the full list is only visible to registered users.
  - https://www.upwork.com/fl/~0133753e88e93acf3a
  - **Authoring for the BlenderKit system**:
  - https://www.blenderkit.com/asset-gallery?query=author_id:38945
  - **Authoring for the Sketchfab Store**:
  - https://sketchfab.com/TiZeta
  - **Contribution to the Unity 3D assets for the "Lameness Game" study**, University of Exeter:

https://www.frontiersin.org/articles/10.3389/fvets.2023.1079948/full
- **Character and set of glTF animations for a fitness AR app** to be used in the FortEe research project.
- **Visualization of CRISPR** gene editing.
- **Set of scientific animations** showing several aspects of dental implantology, made for DDS PhD MSc Giovanni Battista Menchini Fabris.
- **Set of tutorials about Blender 3D basics**, consisting in short presentations plus practice sessions at the University of Massa Carrara, Accademia di Belle Arti, Corso di Laurea in Linguaggi Multimediali.
- **Tutoring sessions to CNR SI Lab team** "Signals & Images Laboratory": training on Unity 4 to create a navigable underwater archaeological site.
- **Creation of a rigged avatar for SI Lab**, to be used in Unity with Kinect, for the project "Pinocchio Virtuale", a virtual reality installation at the Collodi Park in Tuscany.

- **2011/2014 - Technical 3D Artist, member of the research team** "SciVis Visualization Unit" at National Research Council - Pisa (Italy).
- **Modelling, animation and texturing of molecules**, from pdb files, using BioBlender (https://github.com/MonZop/BioBlender) and Blender.
- **3D animation videos** (including Anaglyph Stereo and FullDome), audio/video compositing with Blender, Audacity and Handbrake. (https://www.scivis.it/videos/) .
- **Image editing.**
- **Python scripting** in Blender, including the "Blender Dome Box" script used for rendering the high resolution FullDome video Nanoplanet which has been selected for display in the Biomolecular Discovery Dome at the Biophysical Society 56th Annual Meeting in San Diego – California in 2012. (https://vimeo.com/37182826)
- **Management and tutoring** of the team's transition from Autodesk Maya to Blender 3D, with presentations and hands-on sessions.
- **Presentations and short lessons about Blender and BioBlende**r 3D software, graphics design theory , FullDome and Stereoscopic rendering, as part of the team's internal cross-training.
- **BioBlender software demo** and poster at NETTAB 2012 Conference in Como (Italy). http://www.nettab.org/2012/posters.php
- **BioBlender tutorial** in Florence: 'Tiziana Loni - Claudia Caudai: A tool for looking at biology Interomics Tutorial Day Firenze, 17 Ottobre 2013'. http://www.bioinformatiha.it/index.php/tutorialinteromics/index.php?pg=bh2
- **Blender 3D presentation** at LinuxDay 2011 in Pisa: "Animare in Blender".
- **Contributed to several SciVis publications**, in regard to the development, testing and use of BioBlender software for the simulation and visualization of molecular properties. https://www.scivis.it/publications/

- **2013/2015 – Volunteering as a graphic designer** for non-profit organizations, "Legambiente" and "Teatro Rossi Aperto" (Pisa).
- **design of print material**, like posters and brochures, to be used in local events.

- **2006/2010 - 3D Artist** at BBS Communication and Marketing Agency - Pisa (Italy).
- **Character and architectural** modeling, animation, texturing, rigging.
- **Content creation for Unity 3D and Torque** game engines (characters, textures, props, vehicles, environment).
- **Content creation for Second Life** (Costa Cruises and BNL Paribas).
- **2D sprites and backgrounds** for Flash adver-games.
- **3D illustrations** for web pages and brochures.

- Image editing.
- **Scientific molecular animation and Blender tutoring**, from 2008 to 2010, in the context of a regional project of collaboration between Big Bang Solutions and the SciVis Group from the Institute of Clinical Physiology, at National Research Council in Pisa. I was eventually hired by SciVis directly in 2011 but I had already been part of the team since 2008, on Big Bang's behalf.
- Short workshop about the Blender to Torque pipeline for the "Informatica Umanistica" course at the University of Pisa.

- ### 1997/2004 - Series of fixed-term jobs
  - Assembly line worker at Piaggio (scooters and motorbikes, including Vespa) for several seasons.
  - Monuments and museum assistant at the Piazza dei Miracoli complex in Pisa.
  - Shop assistant at the "Fotoamatore" photography shop in Pisa.
  - Seasonal jobs in agriculture.

Education

- ### 2003/2006:
  Various modules at "Dipartimento di Informatica" of the University of Pisa (Italy), part of the Computer Science Degree. Grades are in brackets after the name of each course. 30L is the highest possible grade in the Italian system.

- **Programming fundamentals**, "Fondamenti di programmazione"	(27/30)
- **Introduction to programming laboratory**, "Laboratorio di introduzione alla programmazione"	(30/30)
- **Concurrent programming laboratory,** "Laboratorio di programmazione concorrente"	(30/30)
- **Data structures laboratory,** "Laboratorio di strutture dati"	(30/30)
- **Real time media**	(27/30)
- **Professional and legal aspects of computer science**, "Aspetti giuridici e professionali dell'informatica"	(30/30)
- **Computer games laboratory,** "Laboratorio di computer games"	(30L/30)

- ### 2002:
  European Computer Driving License, from AICA (Italy).

- ### 2001:
  Course in 3D Studio Max and Autocad by Scuola 2F, in partnership with Institute of Arts "F. Russoli" in Pisa (Italy).

- ### 1996:
  High school Diploma, Institute of Arts "F. Russoli" – Pisa (Italy), Applied Art, section Graphics, Photography and Advertising.

Articles and Conferences

- Matt L. Jones, Maxwell Barnish, Robert R. Hughes, Aimee K. Murray, Omid Mansour, **Tiziana Loni**, Holly Vickery, Myfanwy L. Evans, Laura Green and Nervo Verdezoto *Exploring the potential of using simulation games for engaging with sheep farmers about lameness recognition.* https://www.frontiersin.org/articles/10.3389/fvets.2023.1079948/full

- Monica Zoppè, **Tiziana Loni** - *Chapter: The Representation of Electrostatics for Biological Molecules* In book: Computational Electrostatics for Biological Applications, pp.215-225, 2015

- Tonino Bombardini, Monica Zoppè, Quirino Ciampi, Lauro Cortigiani, Eustachio Agricola, Stefano Salvadori, **Tiziana Loni**, Lorenza Pratali, Eugenio Picano *Myocardial contractility in the stress echo lab: from pathophysiological toy to clinical tool.* **Cardiovascular Ultrasound** *2013*, 11:41

- Raluca Mihaela Andrei, Marco Callieri, Maria Francesca Zini, **Tiziana Loni**, Giuseppe Maraziti, Mike Chen Pan, Monica Zoppè *Intuitive representation of surface properties of biomolecules using BioBlender*. BMC **Bioinformatics** 2012, 13(Suppl 4):S16. Published: 28 March 2012

- Maria Francesca Zini, Yuri Porozov, Raluca Mihaela Andrei, **Tiziana Loni**, Claudia Caudai and Monica Zoppè *BioBlender: Fast and Efficient All Atom Morphing of Proteins Using Blender Game Engine.*2010, **arxiv**.org/abs/1009.4801

- **NETTAB Conference 2012** November 14-16, 2012, Como, Italy. Live demonstration and presentation of SciVis' award winning poster **BioBlender: Visualizing Biology Using Blender**. http://www.nettab.org/2012/videos/Closing.html

- **Gordon Research Conference 2009** Visualization in Science and   Education. Revealing Nature, Generating Insight 26-31 July 2009, Magdalen College, Oxford, United Kingdom - Poster: Blender for biology: Game Engine for molecular animation and special effects for chemical and physical behavior.

- **Blender Conference 2008**, Amsterdam Using Blender for molecular animation and scientific representation.

- **Tiziana Loni**, Roland Pluss, *Blender Normal Mapping.* **Blender Art Magazine** Issue 6 - September **2006**

References are available on request.