

Tiziana Loni

CG Portfolio: <https://www.unbruco.it/>

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3D Artist, currently working as a freelancer.

I have more than 15 years of professional experience using 3D Software.

I am based in Dundee – UK since 2016.

Work Experience

- **2014/2023 - Freelance 3D Artist**
 - Contribution to the Unity 3D assets for the "Lameness Game" study, University of Exeter.
https://www.exeter.ac.uk/news/research/title_860615_en.html
 - Top Rated Artist on Upwork (since 2017).
28 projects including product renders, educational videos, Serious Gaming, game characters, game props, web graphics, VR/AR content, interactive 3D, toon animations, Python scripting, Architectural modelling, animated 3D Logos, panoramic rendering and more.
<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>
 - Set of scientific animation showing several aspects of dental implantology, made for Dr. 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 "Pinocchio" 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.
- **2013/2015 - Volunteer graphic designer for non-profit organizations, "Legambiente" and "Teatro Rossi Aperto" (Pisa).**
 - design of print material, like posters and leaflets, to be used in local events.
- **2011/2014 - 3D Artist, member of the research team SciVis Visualization Unit of National Research Council - Pisa (Italy).**
 - Modeling, animation and texturing of molecules, from pdb files, using BioBlender (<https://www.bioblender.org/>) and Blender.
 - 3D animations (including 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 BioBlender 3D software, graphics design theory ,

FullDome and Stereoscopic rendering and 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".
 - Co-authored several SciVis scientific articles, in regard to the development, testing and use of BioBlender software for the simulation and visualization of molecular properties.
<https://www.scivis.it/publications/>

- **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, starting from 2011 but I had already been part of the team since 2008, on Big Bang's behalf.
- **2007: short workshop about the Blender to Torque pipeline** for game content creation for the "Informatica Umanistica" course at the University of Pisa.
- **1997/2004 - Series of short-term and recurring seasonal jobs, all in Italy: Assembly line worker, Shop assistant, Monuments and museum attendant, agricultural worker.**

Education

- 2003/2006: Various modules at "Dipartimento di Informatica" of the University of Pisa (Italy). Grades are in brackets after the name of each course. In Italy 30L/30 is the maximum, "cum laude".
 - Knowledge of English (passed, no grades given)
 - Fundamentals of programming, "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#>
- 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:

Monica Zoppe' - SciVis Team Leader

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Alexandre Levi - Former CEO at Big Bang Solutions

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