

# Adriano Grasso

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## Summary

You can follow me on my personal Artstation page at: <https://adrianograsso.artstation.com/>

## Experience



### Senior Lighting Artist

Ubisoft Toronto

Jun 2022 - Present (5 months +)



### Principal Artist

Omeda Studios

Jan 2022 - Jun 2022 (6 months)



### Principal Lighting Artist

Omeda Studios

Mar 2021 - Jan 2022 (11 months)



### Lighting Artist

Behaviour Interactive

Apr 2020 - Mar 2021 (1 year)



### Principal Lighting Artist

Next-Gen Dreams 3D

Feb 2020 - Apr 2020 (3 months)

UE4 Lighting Artist.



### 3D Environment Artist / Lighting Artist

MoGi Group

Sep 2018 - Feb 2020 (1 year 6 months)



### 3D Environment Artist - Contract

Intergalactic Agency Inc.

Jun 2018 - Sep 2018 (4 months)

Open world asset creation for Unreal Engine, VR Based project.

### 3D Environment Artist

Radio Silence Ent.

Sep 2017 - Sep 2018 (1 year 1 month)



**3D Artist**

81monkeys

Sep 2016 - Sep 2017 (1 year 1 month)

## Education

**Art Institute Of Vancouver**

Game Art & Design

2014 - 2016

## Skills

3D Modeling • Environment Art • Autodesk Maya • Unreal Engine 4 • Game Development • Video Games • Computer Games • Adobe Photoshop • HTML • Customer Service