



PINO GENGO

Matte Painter - Texture Artist - Concept Artist

## Pino Gengo

Matte Painter-Texture Artist-Concept Artist

[pino@gengocreations.com](mailto:pino@gengocreations.com)

[www.gengocreations.com](http://www.gengocreations.com)

mobile : 3397941693

### **Exhibitions**

2019 Upcoming Group Exhibition Porto Cervo Sardinia  
2018 Upcoming Group Exhibition Faces - Villa Brentano Busto Garolfo Milano  
2018 Group Exhibition Genesis - Rome Art Week Galleria Vittoria Rome  
2018 Group Exhibition Museo Cà La Ghironda Bologna.  
2018 Group Exhibition Palazzo Collegio Raffaello Urbino  
2018 Group Exhibition Galleria Vittoria Via Margutta Rome  
2018 Group Exhibition Winner 2018 Marchionni Prize Mostre Itineranti MAGMMA  
2017 Group Exhibition Rosso Passione Event MAGMMA  
2017 Group Exhibition caffè Letterario Cagliari  
2017 Group Exhibition Finalists 2017 Marchionni Prize MAGMMA  
2015 Group Exhibition at Spazio 5 - Dec Rome  
2015 Group Exhibition at Spazio 5 - Nov Rome  
2014 Duo Exhibition, at Joachim Rong Galerie, Berlin

### **Film Credits**

La Vita Promessa Tv serie (2018) Matte Painting  
DocFilm Zeffirelli's Inferno (2017) Digital Artist- Matte Painting  
Tv series I fantasmi di Portopalo (2017) Matte Painting  
The Follower (2016) Matte Painting  
Nobili Bugie (2016) Digital Artist  
Tv series Rocco Schiavone (2016) Matte Painting  
Noi Eravamo Film (2016) Matte Painting  
The Broken Key (2016) - Matte Painting  
THE EXILE:- (2012) Short Film Project- Matte Painting

### **Games Credited**

22 - 2014-2015 GOATi Outsourcing in production - Texture Artist  
Wander 2015 Texture Artist  
The Legend of Zelda: Twilight Princess HD (2014) Texture Artist  
Warface (2013) Crytek- Texture Library  
Crysis 2 (2011),Crytek- Electronic Arts, Inc. :Texture library  
Crysis: Warhead (2008) Crytek Electronic Arts,Inc Main Texture artist  
Crysis (2007),Crytek- Electronic Arts, Inc. Main Texture Artist  
Far Cry (2004),Crytek- Ubisoft Entertainment SA Main Texture Artist

### **Texture CD:**

Env Game Texture CD (2017) for Dosch Textures  
Sci-fi Tech Mech Texture CD (2016) for Dosch Textures  
Sand Ground CD (2014) for Dosch Textures  
Road Surfaces CD (2012) for Dosch Textures  
Ground Surfaces CD (2012) for Dosch Textures  
Cliff & Rock Walls CD (2012) for Dosch Textures  
Page 2  
Wood Floor CD (2011) for Dosch Textures  
Old Wood Texture CD (2010) for Dosch Textures  
Sci-Fi Texture CD (2009) for Dosch Textures

## Experience

Freelance Matte Painter

**Company Name Thegreenloft srl**

Dates Employed 2018 – Present

Employment Duration less than a year

Location Home Studio

**Company Name Fx Lab**

Total Duration 3 yrs 1 mo

Freelance Matte Painter

Title Freelance Matte Painter

Dates Employed Jul 2015 – Jul 2018

Employment Duration 3 yrs 1 mo

Location home studio

Freelance Matte Painter

**Company Name Direct 2 Brain**

Dates Employed Jan 2018 – May 2018

Employment Duration 5 mos

Location Home Studio

July 2015 - Present

Freelance Texture Artist

**Company Name Dosch Design**

Dates Employed May 2017 – Jul 2017

Employment Duration 3 mos

Location Home Studio

The product Dosch Textures

Digital Artist

**Company Name Zeffirelli's Inferno docfilm**

Dates Employed Nov 2016 – Jul 2017

Employment Duration 9 mos Location Home studio

Freelance Matte Painter

**Company Name Palantir Digital Media**

September 2016 - December 2016 (4 months)

Matte Painting Italy TV series Rocco Schiavone

Matte Painting Italy TV series I fantasmi di Portopalo

Freelance Texture Artist

**Company Name Dosch Design**

January 2016 - April 2016 (4 months)

DOSCH Textures: Tech-Mech Materials

This product provides 100 very detailed depictions of seamlessly tileable metal sci-fi surfaces.

Freelance Matte Painter

**Company Name L'Altrofilm**

September 2015 - January 2016 (5 months)

The Broken key

Freelance Texture Artist

**Company Name GOATi Outsourcing**

Dates Employed Mar 2014 – Apr 2015

Employment Duration 1 yr 2 mos  
Location Home Studio 22 – Game . Wander The Legend of Zelda HD  
Freelance Matte Painter  
**Company Name Itaipinas (ITPI Corp.)**  
Dates Employed Dec 2013 – Mar 2014  
Employment Duration 4 mos Location Home Studio

Freelance Texture Artist  
**Company Name Crytek**  
May 2013 - December 2013 (8 months)

Freelance Matte Painter  
**Company Name Itaipinas (ITPI Corp.)**  
Dates Employed Nov 2012 – Apr 2013  
Employment Duration 6 mos  
Location Home Studio

Freelance Matte Painter & Texture Artist  
**Company Name Synapse FX**  
Dates Employed Feb 2012 – Nov 2012  
Employment Duration 10 mos  
Location home studio  
SYNAPSE FX

Freelance Texture Artist  
**Company Name Dosch Design**  
Dates Employed Nov 2011 – Nov 2012  
Employment Duration 1 yr 1 mo  
Location Home Studio  
Road Surfaces CD  
Wood Floor CD  
Ground Surfaces CD  
Cliff & Rock Walls CD

Freelance Texture Artist  
**Company Name Crytek**  
Dates Employed Oct 2009 – Oct 2011  
Employment Duration 2 yrs 1 mo  
Location home studio  
Crytek budapest and Crytek Kiev. (warface game)

Freelance Texture Artist  
Old Wood CD  
**Company Name Dosch Design**  
Dates Employed Oct 2010 – Dec 2010  
Employment Duration 3 mos

Freelance Texture Artist  
Sci-Fi texture CD  
**Company Name Dosch Design**  
Dates Employed Sep 2009 – Sep 2009

Employment Duration 1 mo  
Matte Painter & Texture Artist  
**Company Name King Bee Animation**  
Dates Employed Jun 2009 – Jul 2009  
Employment Duration 2 mos  
concept art- texturing

Matte Painter -  
**Company Name ZeroFractal Studio Inc**  
Dates Employed Apr 2009 – Jun 2009  
Employment Duration 3 mos

Matte Painter / Texture Artist  
**Company Name Frame by Frame**  
Dates Employed Mar 2009 – Jun 2009  
Employment Duration 4 mos  
Molinari Spot - Matte Painting- texturing

Senior Texture Artist  
**Company Name Crytek**  
Dates Employed 2001 – Apr 2009  
Employment Duration 8 yrs  
Location Home studio  
Crysis: Warhead (2008), Main Texture artist  
Crysis (2007), Inc. Main Texture Artist  
Far Cry (2004), (in House) Main Texture Artist

Texture Artist  
**Company Name Digital Extremes**  
Dates Employed Dec 2000 – Jan 2001  
Employment Duration 2 mos  
I retextured a UT Level for Pancho Ekeels at Digital Extremes (contract work).

## Education

L'Istituto Pantheon Design & Technology  
High School, Art/Art Studies, General, 1987 - 1989  
Advertising Graphics School.

## Social Network:

[linkedin.com/in/pino-gengo-548a319 Profile URL](https://www.linkedin.com/in/pino-gengo-548a319)  
<https://www.instagram.com/pinogengo/>  
<http://www.imdb.com/name/nm7575016/>  
[https://www.artstation.com/pino\\_gengo](https://www.artstation.com/pino_gengo)  
<https://www.behance.net/pino4901>