MANUEL LABBATE cg & arts
2D FREELANCE ARTIST
ART DIRECTION
2D ANIMATION

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Professional Experience

Trinity Team (co-founder)

'Bud Spencer & Terence Hill - Slaps and Beans 2' (video game - 2023):
    art director, lead artist and 2D animation

'The Darkest Tales' (video game - 2022):
    art director and lead artist 2D

'Bud Spencer & Terence Hill - Slaps and Beans' (video game - 2017):
    art director, lead artist and 2D animation

Baraonda

'A Thousand Years' (video game - 2022):
    art director, lead artist and 2D animation

TiconBlu - IV Productions

'Progetto Ustica' (video game - 2016):
    illustrations, UI design, menu

'Nostradamus: the Four Horsemen of The Apocalypse' (video game - 2016):
    art director environments, lead artist 2D, 2D animation, UI design,
    illustrations, menu

'Nicolas Eymerich the Inquisitor: Book I the Village' (video game - 2014):
    art director environments, lead artist 2D, character design, storyboard,
    2D animation, UI design, illustrations, menu

'Black Viper - Sophia's Fate' (video game - 2014):
    illustrations, UI design

'Nicolas Eymerich the Inquisitor: Book II the Plague' (video game - 2012):
    art director environments, lead artist 2D, character design, storyboard,
    2D animation, UI design, illustrations, menu

'Jo Pedone' (school project, interactive series - 2009):
    2D animation, character design, storyboard

'Issima di Levissima 2, San Pellegrino' (video game online - 2007):
    characters 2D animation, cutscene 2D, platform graphic, storyboard

'Lo Zecchino d'Oro' (video game online - 2007):
    characters 2D animation, cutscene 2D, platform graphic

'Barbie Vita da Star Mattel' (video game online - 2007):
    2D interface, 2D animation

Many school serious games (2007 - 2013):
    art direction, 2D graphic, 2D animation, storyboard, character design

'Issima di Levissima 1, San Pellegrino' (TV commercial - 2004):
    2D animation

'Issima di Levissima 1, San Pellegrino' (video game online - 2004):
    characters 2D animation, cutscene 2D, platform graphic, storyboard

Imagimotion

'Feudalism' (video game - 2016):
    illustrations

'TIM' (video game online - 2009):
    UI and icons design, menu, 2D animation

'Sleeping Beauty, Disney - ITA' (video game online - 2008):
    characters 2D animation, cutscene 2D, platform graphic

Raven Travel Studios

'Cast of Seven Godsends - Redux' (video game - 2015):
    2D animations enemy Skull, Imp, Boss Boar of the first game stage

Scata Animation Studios (Jaipur – India)	(2005) Junior artist as storyboard artist, 2D animation, character design, environments design, illustrator
Paprikaas Animation Studios (Bangalore – India)	(2004) Junior artist as storyboard artist, 2D animation, character design, environments design, illustrator

Artistic Events and Exhibitions

2008	'International Contemporary Art Exhibition of Agrigento'
2005	'Salon Primo 2005', selection of the best creations by the most deserving students at the end of any Brera's academic year, at Palazzo della Permanente - Milan.

Formation Schools and Skills

School	- Graduated with honors at Accademia Belle Arti Brera - Milan - With honors at Art Institute, scholarship Rotary Club as best art student of the year 2003 in the Novara and Vercelli provinces.
Softwares	Adobe Photoshop, Adobe Animate, Spine, Unity
Applied Arts	Classic painting techniques, portrait, caricature, comics, sculpture, etching
English	Read ***** Written **** Spoken ***
Hobbies	Sport, motorsport, clarinet, travelling