

Camilla Sicignano

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Member of



Film & TV

TV Series - **"A thousand blows" - Disney**
Production Designer: Tom Burton
Concept Artist

TV series - **"The Velveteen Rabbit"**
Production Designer: Anna Rackard
Concept Artist

Film - **"Wicked Little Letters"- Blueprint Pictures**
Production Designer: Cristina Casali
Concept Artist

Film - **"The critic"- BK Studios**
Production Designer: Lucienne Suren
Concept Artist

TV Series - **"The Great S3"- Hulu**
Production Designer: Francesca di Mottola
Concept Artist

TV Series - **"Invasion S2"- Sky**
Production Designer: Simon Rogers
Concept Artist

TV Series - **"Secret Invasion"- Marvel**
Production Designer: Frank Walsh
Concept Artist

TV Series - **"A Town Called Malice"- Sky**
Production Designer: Marcus Wookey
Concept Artist

TV Series - **"Pennyworth S3"- Warner Bros.**
Production Designer: Ed Turner
Concept Artist

TV Series - **"The Great S2"- Hulu**
Production Designer: Francesca di Mottola

Commercial - **"Hudson Bay- A call to toy"**
Directors: Perlorian Brothers | Production Designer: Ben Gerlis
Concept Artist

TV Series - **"The Great"- Hulu**
Production Designer: Francesca di Mottola

TV Series - **“Gangs of London” - Sky**

Production Designer: Matthew Gant | Supervisor Art Director: James Morrall
Art Department Assistant / Concept Artist

Music Video - **“You’re All I Need To Get By” - Emma Bunton Ft Jade Jones**

Directors: Max and Dania
Assistant Art Director

Film – **“Wonder Woman 1984”- Warner Bros**

Costume Designer: Lindy Hemming | Supervisor: Dan Grace.
Costume Assistant (Work Experience)

Other Employment

GINGERLINE: The Grand Expedition - Event Design

Production Designer: Ben Austin.
Assistant Designer and Concept Artist

PATAGONIA® shop, Corso Como, Milan, Italy.

Designer and Concept artist
Designer and concept artist for a temporary installation in Patagonia® shop during the 2018 Design week in Milan.

JIL SANDER®, Milan/Paris

Assistant Designer
Assistant Designer for JIL SANDER® winter season 2017 shop windows in Milan and Paris.

Education

03/2018 - 05/2018

Title of qualification awarded
Principal subjects/ occupational
skills covered

CGMA - CG MASTER ACADEMY

Masterclass.

Environment design course. Basic and general outline of creating an environment as used in illustration and concept design for the video game and film industries.

2014 - 2017

Title of qualification awarded
Principal subjects/occupational
skills covered

ACADEMY OF FINE ARTS (BRERA), Milan, Italy.

Bachelor of Arts in Set and Costume Design.

Set Design for Theatre and Cinema, Costume Design, Directing, Technical and Hand Drawing, 3D Video Animation, Visual Arts, Photography

2007 - 2012

Title of qualification awarded
Principal subjects/occupational
skills covered

ARTISTIC HIGH SCHOOL, Liceo artistico Prezziosissimo Sanguè, Milan.

High school diploma.

Life drawing, Architecture, Sculpture, Visual arts, Perspective Drawing, AutoCad, 3D programs.

Personal skills and competences

Software Skills:	Mac and Windows platforms, proficient use of Office package, Adobe Photoshop, Adobe Illustrator, Adobe Indesign, AutoCAD, 3DS max, Vray and SketchUp, Cinema 4D, Blender 2.8.
Practical Skills:	White Model Making, Sketching, Painting, Basic Prop Making, Basic Hand Draughting, Surveying, Concept Artist, Story Boarding.
Languages:	Italian (native), English (professional), Spanish (basic).
Driving:	Full Clean UK Driving License