

Lucio Arseni

Design Technologist — Real-Time 3D & Product Systems

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Creative designer with a decade of experience spanning visual communication, real-time 3D, and product systems. Builds the bridge between creative vision and technical execution: reads what an image or a workflow truly needs, then architects the control layer that puts real authority in the right hands.

EXPERIENCE

Head of 3D 2023 – Present

Zakeke

Leads the 3D team of a SaaS product-configurator platform. Designs pipeline automation, production tooling and cross-team workflows adopted by external suppliers.

Teaching 2018 – 2023

IED Milano, Civica Scuola di Cinema, Numen

Taught courses in 3D modelling, rendering, CG animation and motion design.

Design Technologist 2016 – 2023

Freelance — Art & Tech Direction

Delivered CGI/VFX production, motion design and interaction development across film, advertising, live events and XR. Studios include Clonwerk, Synapsy Events, Cosmico, Fablab Milano.

EDUCATION

Master’s Degree, Net Art 2017 – 2020

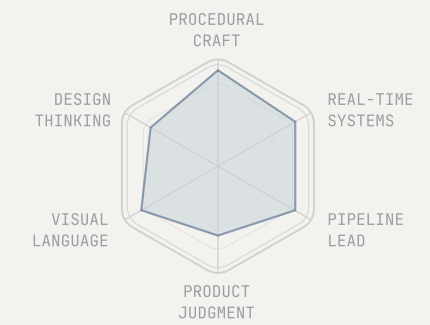
Brera Academy of Fine Arts, Milan — 110/110

Bachelor’s Degree, New Media Art 2013 – 2016

Brera Academy of Fine Arts, Milan — 110/110



SKILL PROFILE



KEYWORDS

TOOLS

- Houdini
- Unreal Engine
- Substance Suite
- Blender
- Figma
- 3ds Max
- Unity
- Adobe Creative Suite

PROCESS

- Pipeline Architecture
- Control Layer Design
- Procedural Workflows
- Team Leadership
- Design Thinking
- AI-Assisted Workflows

CRAFT

- Motion Design
- VFX / Compositing
- Real-time 3D
- Rendering
- AR / VR
- Art Direction

INFO

Languages IT • EN
Based in Milan, IT