



Hoorakhsh Pb.

Film & Video Game Producer / Awarded Photographer & DP.

Curriculum Vitae

My creative journey began in 1995 when I fell in love with my father's Minolta camera and started burning negative films.

Trying to figuring out the unknown world of Windows 95, Adobe Photoshop 2.5, and pixelated video games, I fell in love with creating art.

Self-learned Adobe Photoshop by the age of 6, Autodesk Maya by the age of 15, Macromedia Flash by the age of 16, and Adobe Premiere by the age of 18.

I am an energetic and ambitious person who has developed a mature and responsible approach to any task that I undertake, or any situation that I am presented with.

As a graduate of Management, with years of experience in different fields of the creative industries (including Photography, Film Making, Video Game Design, Interior Design, Web Design, and many more), I am very adaptable and passionate to work with creative groups and creative businesses.


I am excellent at working with others to achieve a certain objective on time and with excellence.

 www.hoorakhshpb.com

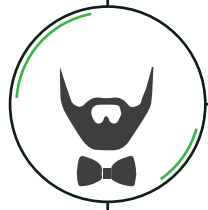
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 Milan, Italia



Skills and Languages

ENGLISH



Full Professional Proficiency. Including Business and Economics English.

ITALIAN



Limited Proficiency.

Multi-Cultural Team Management ●●●●●●

Media Rleations ●●●●●●

Creative Problem Solving ●●●●●●

Press Releases ●●●●●●

Crisis Management ●●●●●●

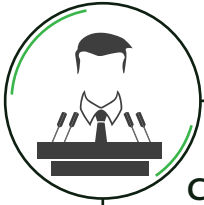
Team Building ●●●●●○

Public Speaking ●●●●●●

Audience Development ●●●●●○

Proposal writing ●●●●●●

Marketing Content Creation ●●●●●●



Awards and Conferences

Cultural Heritech - Speaker

"Videogame as a Cultural Product and as Cultural Heritage"
December 2018 - Brussels, European Commission

Cultural Heritech - Speaker

"Gender Equality in Videogame Industry"
December 2018 - Brussels, Norway House

Prix de la Photographie Paris (PX3)

Award in Architecture Photography
2014

Prix de la Photographie Paris (PX3)

Award in Social Life Photography
2014

Moscow International Foto Award (Mifa)

Honorary Award of Photography
2014

People's Choice Award

Selected photographer by the public
2016

Camera Skills Recognition Award

Selected Photographer by Viewbug
2017

Behind the Lens Award

Awarded by the Viewbug panel of judges
2018

Top Rank Photographer of the year 2017

Awarded by Viewbug Agency
2017

Top Rank Photographer of the year 2018

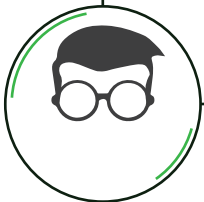
Awarded by Viewbug Agency
2018

Top Rank Photographer of the year 2019

Awarded by Viewbug Agency
2019

VIP Elite Awards

Awarded by Viewbug Agency
2020



Education

University of Bologna

Master's Degree, Innovation and Organization of Culture and the Arts (GIOCA)

2016 - 2018

GIOCA is an Art and Culture Management Master's Degree taught in English and designed to create a precise professional figure: an administrator with a solid grounding in management positioned to interact effectively with the artistic-cultural dimension of different types of organizations, understanding their requirements, and with the ability to act as an interface with the demands of the surrounding economic and social world.

Universiti Teknologi MARA

Bachelor's Degree (Hons.), Interior Architecture and Design

2009 - 2014

Bachelor's Degree (Hons.) in Interior Architecture and Design, is a 4 years English language program, taught at Faculty of Architecture, Design and Urban Planning, in University Technology Mara (UiTM) in Shah Alam, Malaysia.



Work Experience

Mister Rhino Productions

Creative Manager / Producer
Milan - IT

December 2019 - Present

Mister Rhino is a Film Production house with big stories to tell. Since the initial establishment in 2019 the studio has been working with top production houses and organizations around the world including Prime Video, iAm21 Entertainment, JB Studio, Creative Chaos and many more on different Films and Commercial projects which will be publicly announced in a near future.

Mister Rhino Media & Marketing

Creative Manager / Producer
Milan - IT

April 2020 - Present

Mister Rhino is a Film Production house with big stories to tell. Since the initial establishment in 2019 the studio has been working with top production houses and organizations around the world including Prime Video, iAm21 Entertainment, JB Studio, Creative Chaos and many more on different Films and Commercial projects which will be publicly announced in a near future.

Mister Rhino Studio

Creative Manager / Producer
Milan - IT

Feb 2020 - Present

Mister Rhino is a Film Production house with big stories to tell. Since the initial establishment in 2019 the studio has been working with top production houses and organizations around the world including Prime Video, iAm21 Entertainment, JB Studio, Creative Chaos and many more on different Films and Commercial projects which will be publicly announced in a near future.

Virtual Craft Studio - Exit Limbo Video Game

Producer
Modena - IT

November 2018 - December 2019

"Exit Limbo" is an Independent Video Game, about a humanoid rhinoceros (Mr. Rhino) who lives in a small flat with his cat in Modena, Italy. He feels alienated and self-conscious, he avoids social situations for the fear of rejection. However, a peculiar event will change everything!

Vigamus Foundation - Video Game Museum of Rome

Operations Team Manager
Rome - IT

January 2019 - June 2019

As the Operation Team Lead of the Museum, I have to coordinate and manage museum logistics and staff, oversee the finances of the Museum Front Desk and Shop, oversee and manage Museum Social Media, organize events for the Museum and make sure Museum is running as well as it possibly can, with a smooth efficient service that meets the expectations of our visitors, while reporting directly to the Museum Director and Vice Director.

GameRome - Rome Developers Conference

Communications Manager

Rome - IT

September 2018 - December 2019

As a member of the "GameRome event organizing team", I am in charge of identifying potential talents and organizations overseas, develop and maintain relationships (verbal and written) between them and Gamerome organization, write the event newsletters and press releases and report directly to the GameRome Event Director.

Global Game Jam 2019 - Rome

Event Operations Manager

Rome - IT

January 2019

The Global Game Jam® (GGJ) is the world's largest game jam event (game creation) taking place around the world at physical locations.

As the Event Operations Manager, in the only hosting site in Rome, I was in charge of managing and overseeing all operational duties, staff and venue, before, during and after the event.

Romics - Video Game Museum of Rome

Trade Show Booth Manager

Rome - IT

April 2019

Romics is a semiannual comic book, Animation, and gaming convention in Rome, taking place over four days. As the Trade Show Booth Manager for Video Game Museum of Rome, I was in charge of managing the required task before, during and after the event, including budget, planning, booth construction, lead management, staff management, analytics & reporting, etc.

Romics - Link Campus University

Booth Operations Coordinator

Rome - IT

April 2019

Romics is a semiannual comic book, Animation, and gaming convention in Rome, taking place over four days. As the Trade Show Booth Manager for Video Game Museum of Rome, I was in charge of managing the required task before, during and after the event, including budget, planning, booth construction, lead management, staff management, analytics & reporting, etc.

Fondazione Fitzcarraldo

Artlab Event Organizing Team Member

Turin - IT

May 2018 - December 2019

ArtLab is the inspiring and powerful, cross sectorial, independent platform, dedicated to innovating practices and policies in and through arts and culture, by the structured dialogue among the key stakeholders of the cultural and creative ecosystem, in an international perspective based on a partnership of over 40 European cultural networks, municipalities, agencies, businesses, and universities.

Cineteca di Bologna - Il Cinema Ritrovato

Promotion Team Staff
Bologna - IT

June 2017 - September 2017

Il Cinema Ritrovato is a festival dedicated to the rediscovery of rare and little-known films with a particular focus on cinema origins and the silent movie period. It is organized every summer by the Cineteca di Bologna, Italy, and is one of the world's major festivals of film restoration.

Independent Video game Project

3D Artist, Environment Designer, Character Designer
Kuala Lumpur - MY

April 2015 - January 2016

My love of Art, Design, and Technology has always been the motivation in my life, and I am always looking for new projects and challenges to face. One of these challenges was joining a team of independent video game developers for the first time, to work on a Video Game. During which I was in charge of the Environment Design, Character Design, and 3D Modeling.

Fizz Associates

Project Manager
Kuala Lumpur - MY

January 2014 - April 2015

During the Last year of my Bachelor studies and the first 2 years after my graduation, I had the opportunity to share my knowledge of Computer-Aided Design with other people and teach students. During this period I have taught Adobe Illustrator, Adobe Photoshop, Autodesk Maya, Autodesk 3Ds Max, and Autodesk AutoCAD to more than 40 students and professionals.

Fizz Associates

Junior Project Manager
Kuala Lumpur - MY

January 2013 - January 2014

After only 3 months working as Junior Interior Designer at Fizz Associates, due to my experience and background as a 3D Artist, I was promoted to Senior 3D Artist position at the same company. During this time I had the opportunity to be in charge of 3D Modeling of 9 different projects, including Interior, Exterior, Facade, Technical 3D, and Furniture modeling.

Fizz Associates

Senior 3D Artist
Kuala Lumpur - MY

July 2011 - December 2012

After only 3 months working as Junior Interior Designer at Fizz Associates, due to my experience and background as a 3D Artist, I was promoted to Senior 3D Artist position at the same company. During this time I had the opportunity to be in charge of 3D Modeling of 9 different projects, including Interior, Exterior, Facade, Technical 3D, and Furniture modeling.



Fizz Associates
Junior Interior Designer
Kuala Lumpur - MY

April 2011 - July 2011

After a 3 months Internship, I was hired by the company as the Junior Interior Designer. During my time at Fizz Associates as a Junior Designer, I had the opportunity to work on 9 different architectural projects including Residential, Commercial, Public Areas, Art Galleries, and retail outlets.

Internships / Volunteer Experience

Vigamus Foundation - Video Game Museum of Rome
Internship Trainee
Rome - IT

October 2018 - December 2018

The final semester of the GIOCA Master Program consists of a curricular internship activity based on a deep-contact experience within an artistic or cultural organization in public or private administration. As an internship trainee at Vigamus Foundation, I had the opportunity to be involved in the organizing of the GameRome event executing different tasks before, during and after the event.

Kilowatt
Animation Design Trainee
Bologna - IT

January 2017 - May 2017

Kilowatt is one of the main organization, actively involved in Bologna's Art and Culture scene. During my studies at the University of Bologna, I had the opportunity to work as a part-time Animation Design trainee in the organization directly under the supervision of the director, Lorenzo Burlando.

Fizz Associates
Internship Trainee
Kuala Lumpur - MY

January 2011 - March 2011

As a part of my 4 years BA(Hons.) degree, I had the opportunity to join Fizz Associates, one of the main companies in Malaysia's Retail Design as an Internship Trainee. During which I worked as the assistant and trainee of the Senior Designer and the Senior Planner of the company. working on CAD Designs, 3D illustrations, Interior Planning, and facade design.

Cineteca di Bologna
Volunteer Staff
Bologna - IT

March 2017 - June 2017

Cineteca di Bologna is a film archive in Bologna, Italy; founded in 1962, and a member of the Federation Internationale des archives du film (FIAF) since 1989, and a member of the Association des cinematheques europeennes since its creation.

BAM! Strategie Culturali - "Quale Teatro?" Project

Student Volunteer

Bologna - IT

November 2016 - February 2017

BAM! Cultural Strategies is a consultancy and organization company that specializes in audience development and cultural management. born in 2009 as an entrepreneurial project dedicated to innovation in the cultural sector. It was created by four cultural economy and project management specialists educated at an international level, with a long history of team working on their shoulders.

StudyPortals

University of Bologna Student Ambassador

Bologna - IT

June 2017 - December 2018

The StudyPortals League of Students is a strong community of international student ambassadors at every top 500 universities. Ambassadors, help the upcoming international students before, Upon, and after their arrival, by providing feedback, guidelines and assistance based on their real-life experiences.



Entrepreneurial Experience

Moon 23 Studio

Business Designer, Acting Supervisor

Milan - IT

September 2019 - December 2019

Moon 21 Studio is a project created by passion, passion of Photography, Story Telling, and Fashion. Moon 21 is a story-based fashion photography studio collaborating with brands from all around the world, creating story-driven content that fills the gap of mindfulness in the industry. A young yet experienced studio in the heart of Milan.

Mnemosyne Arte (NPO)

Vice President, Co-Founder

Bologna - IT

May 2017 - January 2019

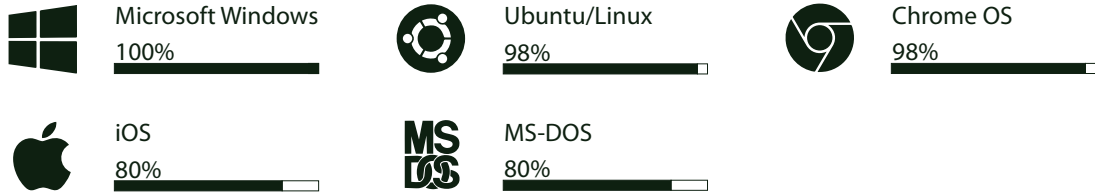
Mnemosyne Arte is an NPO based in Italy, organizing cultural events in the area of Bologna, addressing the young generation interested in arts, crafts, culture and innovation.

Organization is founded by young Culture Managers aspired is to connect the younger generation with different artistic and cultural domains, ranging from video games design to illustration and dance.

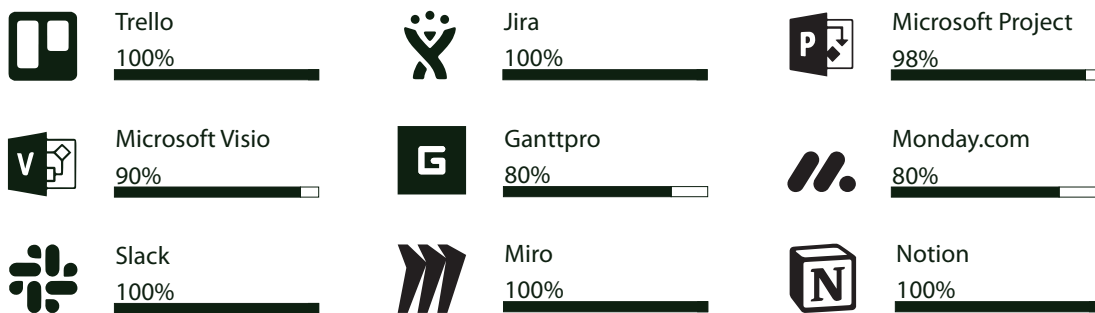


IT Skills

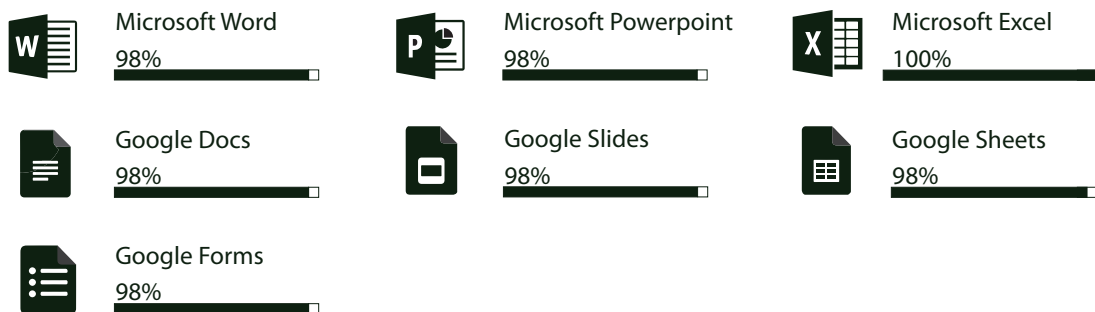
Operation Systems



Project Management / Team Management



Microsoft Office / G-Suite



Creative Software

