



GINO SASSARINI

CREATIVE, DIRECTOR, PRODUCER, DESIGNER, ANIMATOR, GAME DESIGN



3D character animator, game designer and CGI artist with 14 years of experience in the national and international market, in parallel with my profession I have been involved with the academic sector for approximately 10 years. Currently, I am the director of 3S Design, a company dedicated to the production of 2d and 3d animation, development of videogames and transmedia products.

INFORMATION PERSONAL

WORK EXPERIENCE

APDEVA

PRESIDENT

MAR 2020 - PRESENT

Direction and elaboration of strategies and initiatives that seek to generate the local and international positioning of the Peruvian video game industry.

3S DESIGN SAC

CEO

FEB 2010 - PRESENT

Direction and development of commercial projects within the animation and videogame's field.

CORPORACIÓN SAN IGNACIO DE LOYOLA

PROGRAM DESIGNER

SET 2016 - FEB 2018

Design and development of new careers based on art and technology "Digital Animation and Design and Development of Videogames".

TECSUP

PART TIME TEACHER

MAR 2016 - FEB 2018

Teacher of the career of design and development of video games and simulators, in the subjects of video game design and art for video games.

EDUCATION

U-TAD

MASTER'S DEGREE IN PRODUCTION DIRECTION FOR ANIMATION, VFX AND VIDEOGAMES

OCT 2021 - CURRENT

Focused on the management and control of production, without neglecting the executive side. In this master, I strengthen my skills for the analysis of projects, budgets and the development of calendars that guarantee to fulfill the established plans in a timely manner.

ANIMATION GYM

DIPLOMA IN CHARACTER ANIMATION

FEB 2021 - SEPT 2021

Diploma aimed at reinforcing and enhancing my skills in the art of bringing 3D animated characters to life.

SCHOOL OF DIGITAL ART

3D ANIMATION AND VFX

MAR 2005 - DEC 2007

This is where I discovered my true passion, cartoons and video games, as well as becoming my first experience as a teacher.

CONTACT

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“If you have a
dream and be-
lieve in it, you
take the risk
until it becomes
a reality”

Walt Disney.

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Content list

1. Feature film "Amazonas the Last Chance"
2. Videogame "Wira and Taksa against the Master of Gravity"
3. Feature film "Wira and Taksa, in search of the lost island"
4. Short film "Circus Night, the show is about to begin"
5. Educational platform "CoLeNa"

Amazonas the last chance



Nature, our home.

Amazonas the last chance is a 3d animated feature film, this is a story to which I have a lot of affection and I really enjoyed its creation process, in this projects, I do the direction and production.

Amazonas is still under a financing stage.

This film is about a very sensitive issue in society, which is the indiscriminate deforestation in the Amazon forest and how the abuse of natural resources by man directly affects indigenous populations who for generations have nature as their home.



Bashukat

It comes from the name of the Amazonian bird bashu. "Hero", a brave person who participated in the war.

Amacifuen

He is a dangerous man; he mercilessly destroys entire territories to extract the wood. He will be hired by a beautiful and mysterious woman who will pay with a lot of gold for her work, however this could be one of her worst deals.



The Runamula and the Runapuma

Legends say that the Runamula is a beautiful and evil woman, her beauty made her become one of the Tunche's wives.

Formerly, there was a sorcerer who made a deal with the Tunche and gave him the power to transform himself into an evil monster mixing the sorcerer with a puma, thus the Runapuma was born.

Wira & Taksa

against the Master of Gravity.

Wira and Taksa is a video game that mixes platforms and puzzles, adding to these the special component of mixing the gravities of the universe to generate a fantastic and fun gaming experience for users.

In this project I was the creator of the universe, I also did the design and mechanics of the game, I did 100% of the art and finally the photography.

I also fulfilled the tasks of executive producer, I really enjoyed taking this project from the idea to the shop.





Best friends

Over time, these two characters became my great companions in adventures and together we began a journey that seeks to expand their narrative universe to new formats.



Fun puzzles

The brothers and young apprentices Wira and Taksa, without any experience facing danger, receive a unique mission from their Master, the great Sentinel Achachi, "look for the Yanapaqui of the north, he will know what to do ..." Having said that, they are forced to set off for the distant forests of Yantu, to try to save your planet.



Wira & Taksa

in search of the lost island.

This second adventure begins right after the final battle in the video game.

His master, the sage Achachi, is seriously ill, because of the final fight against the Master of Gravity.

Wira and Taksa will have to cross the unexplored seas of the planet Nunh with the great responsibility of finding a mysterious island, which probably does not exist, but according to legends, that protects the power of life within its being.

In this project I am a director, producer and I would love to do the animation direction.

The project was selected to the pitch in the 2021 national animation pre-production contest of the Ministry of Culture of Perú.



Courageous team

It will be a fun trip, but nothing easy. Great storms, dragons and a mysterious Amazon forest will be some of the obstacles that our heroes will have to face.

Fortunately, they will not be alone on this journey, a brave warrior from the island will accompany them and together they will have to face Tayta the guardian of the island, who hides in his past a mysterious connection with the master Achachi.

A great lesson

This fun and epic adventure, full of magic, love and reconciliation, will teach our heroes that sometimes the most difficult battles to win are the ones we have to fight against ourselves.



Circus Night

the show is about to begin



The magic of circuses

I have always had a great passion for the magic that circuses have.

After finishing an important project that took me just over a year to develop, I decided to embark on this wonderful personal project, which I am shaping and which allows me to express myself freely both in the narrative part and in the animation technique.

The circus, opening night is a wonderful project that I enjoyed a lot doing.

In this project, I write the script, I do the art direction, the cameras and I take care of all the graphics and especially the animation.



Hugo, the strong man

At 120 kilos and a bionic arm, Hugo never stops answering his wife's phone.

Lui, the trapeze artist

Recovered from the accident that took him away from the shows for a couple of years, Lui will once again face one of the most dangerous acts in the circus and to achieve it he must fight and overcome his own fears.



Manu, the mime

An unemployed mime enthusiast will try his luck in this fascinating circus, for this he will have to go through a rigorous casting in which he will have to demonstrate all his art.

Colud means "Interactive playful communication"

It is a playful educational platform for primary school children, designed to improve skills in the communications course.

Digital resource that accompanies the teaching of the communication course focused on reading comprehension.

With entertaining activities that generate an impact on the communication skills of students.

Colud interactive playful communication

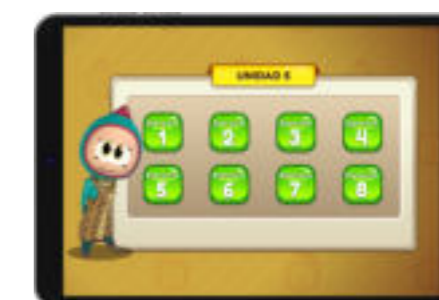
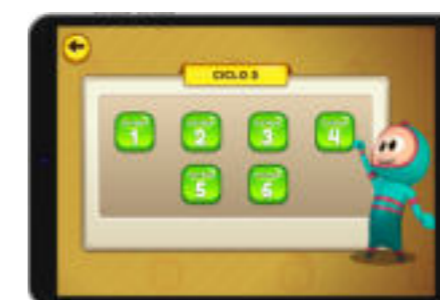
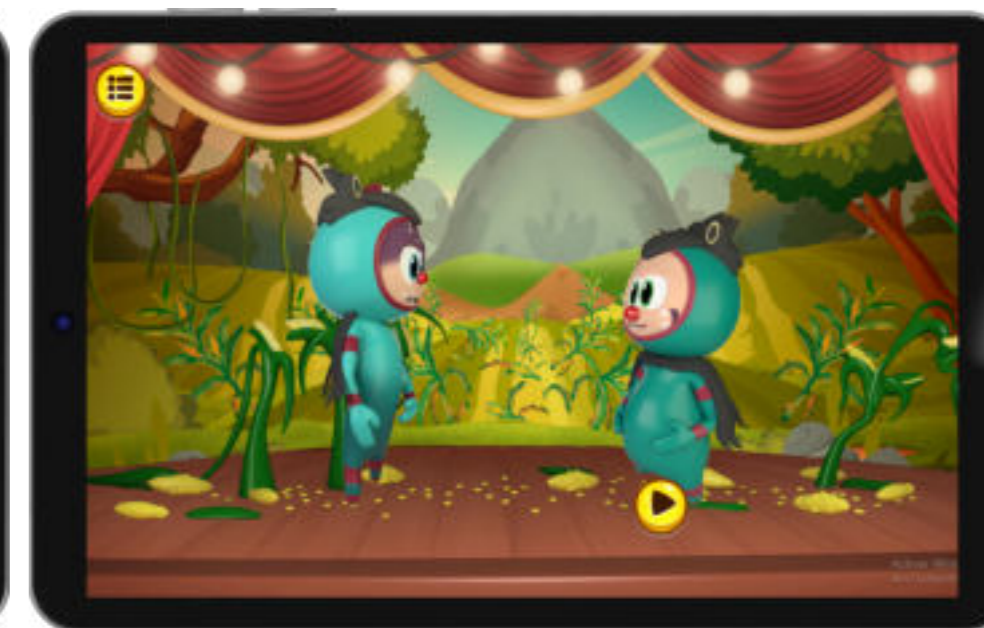




Colud Features

Students using Colud enjoy the communication course.

They build a solid conceptual foundation, which exponentially improves their academic results.



This project was developed in collaboration with the Ministry of Education of Peru, something that makes it unique is that at this moment this platform has been translated into 12 native South American languages and is being used by more than 1 million children in rural areas.



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