

# GIOVANNI CENNA

(408) 373-4818 - [giovannicenna@gmail.com](mailto:giovannicenna@gmail.com)

## Skills

Fluent in: Spanish/English  
Rigging  
Texture & UV Mapping  
3D Animation  
3D Modeling  
Photogrammetry

## Software

Maya  
ZBrush  
Mudbox  
Medium  
Unreal  
Agisoft PhotoScan  
Photoshop  
After Effects

## Other

Python  
Android Debug Bridge

## EDUCATION

*The Art Institute of California – Hollywood* – Graduation 2012  
Bachelor of Science Degree, Media Arts and Animation

## Consultant

October 2017 - Present

*Contractor under QAnalyst – for Google, Inc -Mountain View, CA*

- Design and write test plans for Googles visual search app, *Google Lens*.
- Collaborate with a team of developers and analysts through strong communication and daily interaction.
- Execute daily build sanity checks.
- Test upcoming features and code changes.

## Quality Analyst

October 2015 – August 2017

*Contractor under VMC – for Oculus/Facebook – Menlo Park, CA*

- Identify, isolate, regress and communicate issues/defects effectively and efficiently.
- Test and debug pre-released app software for 1st party VR apps/games.
- Document program defects in a bug tracking database.
- Work in a collaborative QA environment, executing individual tasks and group assignments.
- Work closely with developers for current and emerging VR platforms.
- Execute daily build sanity checks and feature testing

## Manual Tester/ 3D Modeler

Sept 2013 – July 2015

*Contractor under Mindlance – for 3D Data and TouchUp - Apple Inc.*

- Geospatial Analyzing and Data correction.
- Test daily generated 3D models and fix to ensure approximate likeness to real life locations.
- Ensure the quality and efficiency of proprietary software used to edit 3D models.

## Instructor

July – Sept 2013 & April – August 2014

*IDTech Gaming Academy - [www.internaldrive.com](http://www.internaldrive.com)*

*Campuses: Harvard, NYU, Stanford*

- Taught Basics of Maya and After Effects to groups of students ages 13 – 17.
- Beyond providing a lesson, I was responsible for providing a fun and safe environment for the students.
- Collaborate and assist other instructors in creating curriculums for students.

## 3D Modeler/Texture Artist/Animator/Graphic Design

July 2011 – April 2013, June 2017

*“Mila” – CG animated short film, set to release 2018 - [www.milafilm.com](http://www.milafilm.com)*

- Created 3D models that were used as props in the film.
- Painted textures maps for the models I created.
- Assisted in creating the “Art of Mila” book and other marketing material.

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