



Gabriele Stazi

Costume Production and Design

Specializing in hand crafted and highly detailed Leather amors and accessories

+39 366 3008023

stazi.gabriele@gmail.com

www.leprecauno.com

www.facebook.com/leprecauno

Motivated, collaborative and driven professional with exceptional eye for detail and unparalleled ability to assist costume designers in the production and execution of their creative vision. Self-taught with over twenty years experience and expertise in costume production in various time periods within the entertainment arts including historical, fantasy, action/ adventure and innovative futuristic styles. Posses strong passion for the crafting of fantastic character story telling for film, stage, music video and themed entertainment, from small to large scale production.

Construction of costumes from concept to completion	Complete understanding of research process and production pipeline	Quick and accurate turn around
Expert leather-tooling technics and fine leather working	Superior ability of accuracy while working on set or remotely	Highly organized and efficient
Dying, aging and stressing	Extreme physicality costuming	Ability to work long hours, perform under pressure and meet strict deadlines
Strong sense of color and design	Corsetery	Traditional and digital sketching
Hand stitching and machine sewing		
Alteration and repairs		

FILMS:

-“Ben Hur” MGM 2016

Produce variety of full scales suits of armor and accessories.

-“Pirates of the Caribbean: Dead Men Tell No Tales” Disney, 2017

Design and produce various leather accessories including belts, bandoleers, scabbards, holsters, and hand-tooled custom detail on hats.

-“Far From the Madding Crowd” FOX, 2015

Produce belt and pouch for the film main character

-“Diaz, Don’t Clean Up This Blood” Fandango, 2012

Costume assistant, working directly with the costume designers, dressing, fitting and helping on set

Video game developers:

-Ubisoft and Nvidia, 2012-2015

Reproduced and constructed complete costumes for official lead characters from Assassin’s creed: Syndicate and Assassin’s Creed: Liberation

Themed Entertainment:

-Gardaland, Italy, 2016:

Designed and constructed multiple costumes and props for Pirate Adventure and Post-apocalyptic show

-Puy Du Fou, France

Designed and Constructed variety of historical costume for the Vikings and Gallic shows

Music Video:

-“L’impossible” Music Video, Litfiba, Warner\Chapel, 2016

Designed and produced several post apocalyptic characters and complete alteration and customization of vehicles.

Related Experiences and Interests

-Deep knowledge of videogame culture
-L.a.r.p. and r.p.g. gameplay

-Working knowledge of metal, wood and hand painting props and sculpture
-Passion for fantasy literature