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Profile

I am an Effects TD with almost seven years of experience. I have worked for many TV commercial in the past, and lately for documentaries and game cinematics.

I like everything that concern dynamics and I'm constantly working to improve my knowledge regarding particles, fluids and special effects.

Skills

- Particles and fluid fx (dynamic simulations, smoke, fire, snow)
- ncloth, rigid and softbody
- Mel scripting for create custom every-day tools
- Shading and lighting photorealistic oriented
- Experience creating preview and final compositing
- Well organized and detail oriented
- Adept at managing multiple priorities

Software

- Autodesk Maya 2010 [expert]
- Houdini 10 [novice]
- Renderman (PRman, MayaMan) [expert]
- Mental Ray [expert]
- Fusion 5 [proficient]
- Nuke 5 [proficient]
- Photoshop Cs [expert]
- Realfow 4 [proficient]
- Boujou [proficient]
- After effects [expert]
- Premiere [expert]
- Temerity Pipeline
- Virtual Vertex Muster
- Uberware Smedge
- Linux (with command line),
Windows, Os X

Employment

02/2010 – 04/2010 *FX Artist*
Axis Animation, Glasgow, Uk
Spiderman: Shattered Dimensions (6 in-game cinematics)

05/2009 – 01/2010 *FX / Lighting TD*
Red Vision, Manchester, Uk
“In the Mind of Stephen Hawking”: a documentary divided in 3 shows for Discovery Channel

09/2007 – 04/2009 *3d Artist*

You_Are, Milan, Italy

Creation of TV commercials for Sky, Vodafone, Tiscali, Mini, Breil, Fiat.

06/2007 – 08/2007 *3d Artist*

Square Post-Production, Milan, Italy

Creation of TV commercials for Mentos, Fruitella, Galbusera,

01/2007 – 05/2007 *3d Artist and motion grapher*

Freelance, Milan, Italy

Creation of architectural previz.

Animator for some episodes of Disney Playhouse.

01/2006 – 12/2006 *3d Artist*

Square Post-Production, Milan, Italy

Creation of TV commercials for Happpydent, Danito, Autocar, Prada, Vivident

09/2004 – 12/2005 *3d Artist*

The Face, Milan, Italy

Creation of TV commercials. previsualizations and exposition movies.

10/2003 – 08/2004 *3d Artist*

Freelance, Milan, Italy

Creation of animations for interactive environments in “*casa dell’energia AEM*” museum (Milan) and architectural visualizations.

Education

2003 – Istituto Europeo di Design, Milan, Italy – Three-year postgraduate course in CG

2002 – Internship period in Gruppo36, Milan, Italy

Languages

Italian, English

Interests

Visual effects, fantasy books and anime.

Reference

Available upon request.