date of birth : April,12th, 1975
citizenship : Italian
current residence: London, United Kingdom
languages : Fluent: talian, English, French. Basic: Spanish.
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professional Experience :

2019/Present Jellyfish Pictures LTD - London - CFX/FX/Crowds Supervisor
Dreamworks: How to Train your Dragon, Homecoming - Lead FX (Ammy Award Nominated)
<undisclosed> <in progress> - CFX/FX/Crowds Supervisor

2014/present - Visual Cortex Lab LTD - London - Founder
Visual Cortex Lab focuses on the creation of Visual Effects for movies and commercials
and the advanced training for professionals and school students of the (SideFX) Houdini
3D software
// With 20 years of teaching experience, previously Softimage, I have been actively
involved in Teaching Houdini in the following schools and Universities, and VFX boutiques
in the last several years, including:
AccaEdi - Milan - Italy (2019)
ViFX School - Thiene - Italy (2016-2018)
Event Horizon School - Turin - Italy (2018-2018)
LaSalle University - Barcelona - Spain (2017-2018)
MyKey Studios - Milano Italy (2013-2015)
Frameastore - London - United Kingdom
Coffee and TV - London - United Kingdom
GameSys - London - United Kingdom
Rebellion Games - Oxford - United Kingdom
SKY Sport - Isleworth - United Kingdom

2019 - FGreat VFX - London - Senior Simulatio FX TD
OMEGA: X TD, 360 projected project including grain, liquids, volumes simulations.

2018/2019 - Union VFX - London - Lead Technical Director
Lead FX artist, Houdini senior TD and pipeline TD, Lead Crowd TD
// Houdini VFX Technical Director on projects including the following:
year: 2018
Project: Outlander season 4 (Netflix)
Water Simulation for two episodes.
Project: Pope (Netflix)
Houdini Crowd Team lead and Houdini Pipeline.

2016/2018 - SideFX - London/Toronto - Technical Support
Technical Support and training on behalf of SideFX Software
// Houdini VFX Technical Director on various projects including the following:

2017/2018
client/Studio: Milk VFX
Project: Adrift

2016
client/Studio: Munky London
Project: Whisky Galore (Film) entire boat crashing sequence VFX.
client: Glassworks UK
project: Hyudai Korea multiple screens video installation

2015
client/Studio: Framestore CFC London
Project: Shell Shapeshifter 60"
Project: Spectre (007) opening titles
client:Glassworks Barcelona
Project: Lexus (China) commercial
Curriculum vitae - 2019

year: 2014
client: Sky Sports London
Project: PGA Tour Intro
client: ETC London
Project: Candy Crush Saga TV commercials
(Pet Rescue, Farm Heroes, Release the Magic)
Previous Experiences

2o12/2o14 - Inkymind UK - London - VFX/Pipeline Supervisor, on-set VFX supervisor
VFX Supervisor, VFX Technical Direcor (VFX TD) and pipeline developer for the studio on
various projects including VFX supervisor and TD for The Nostalgist.
2o12 - Microsoft - London - VFX TD
Visual Effect for the "Sesame Street - Season 1" episodes.
2o10/2o11 - Cinesite - London - Houdini VFX TD
Houdini VFX TD for John Carter , Thern FX and "wedding fights" sequence.
2o1o - Realise Studio - London - Houdini VFX TD
FX TD for Li-Jing "Basketball" Commercial.
2oo8/2o1o - Double Negative - London - Houdini VFX TD
Houdini VFX TD for the movies
2012 - "Yellowstone park sequence"
Ironman 2 - "Monaco sequence"
Inception - Mountain Hospital explosion
A minor part for Sorcerer's Apprentice and Scott Pilgrim films
2oo7/2oo8 - Framestore - London - Houdini VFX TD
Houdini VFX TD for the movies
Chronicles of Narnia - Prince Caspian "Watergod sequence"
Tales of Desperaux - Various effects throughout the film
2oo7 - Realise Studio - London - Houdini VFX TD
Houdini VFX TD for Sheeba Commercial.
2oo5/2oo6 - Lumiq Studios - Turin - Avid|XSI, SideFx Houdini - FX TD and supervisor
Houdini Lighting and VFX TD for the feature animated film Donkey Xote (Filmax) and others
including Anastetzi and Stone Merchant.
2oo5 - Freelance - Milan - Avid|XSI, Avid|DS, Discreet|Combustion
Compositor and 3D Lighter/modeler, Freelance.
2oo3/2oo4/2oo5 - Playstos - Milan - game development - Technical Director
3D/cinematics Supervisor, compositing and editing Lead artist, Renderfarm head.
2oo2 - Xat Production - Milan - commercials and tv spots - 3D Artist and Compositing
3D animator and VFX Supervisor for a satellite television station.
Xat also provided external productions for customers such as Disney Channel and Mediaset
(local major television station).
2oo1/2oo2 - Softimage - Milan - softimage reseller - Technical Support and Beta tester
Technical support, beta testing and demo artist for product such as Softimage 3D and XSI.
2ooo/2oo1 - Phoenix Tools - Milan - software development - Technical Support and Beta
tester
Technical Support, Content artist, responsible for Beta Testing, Q/A. Demo Artist for
Camera Matching, Fur/Cloth simulations, Dynamics and CG Fx integration. Interface
Designer and workflow consultant for NEXUS - Camera Matching/CG integration software.
2ooo - SHS Multimedia - Milan - postproduction and television - Technical Support and
Sysadmin
Network Administrator in Windows NT/2000 and Unix/Linux environments. Also responsible
for hardware and software assistance to several SHS's clients like major local
televisions and postproduction concerning Digital/analog Video Servers and Storage.
1998/1999 - Upgrade ATC - Milan - training center - Softimage and Lightscape Teacher
Softimage|3D, Softimage|XSI and Lightscape certified Trainer. Courses in 3D Computer
Animation at different levels (101,202,301, Advanced, Animation).
1998/1999 - Made in pixel - Milan - postproduction - 3D Artist
Softimage|3d operator, Post Production for various commercials.
1996/1998 - Eurotravel - Aosta - prepress and publishing - 2D Artist
Graphics for Eurotravel's catalogs and advertising material. Collaboration with several
graphic studios (advertising, architectural and Web Design).
IBM AS/ 400 junior co-administrator.

professional Training:
2oo1 - Softimage HQ - Montreal (Canada)
Softimage ACSR - XSI technical support, Distributed rendering on multiOS networks.
2ooo - Global Knowledge - Milan (ITALY)
Windows 2000 Server, Advanced Server - NT Networking, Multi OS networks, TCP.
2ooo - SGI - Paris (FRANCE)
SGI/Ciprico SAN - Multi OS network storage area network system.
1999 - Autodesk - San Francisco (UNITED STATES)
Lightscape Trainer - Indoor/Outdoor realistic lighting, Light TD for technical support
and training.
1998 - Softimage ATC - Milan (ITALY)
4 month Intensive Course on modeling/lighting/animation/rendering, CG rigging, Drawing.
1998 - Softimage ATC - Milan (ITALY)
Softimage|3D 301, Softimage|3D Character animation.
1996 - Turin (ITALY)
Network Administration (Windows, Nowell) - Client/Server, SAN, P2P, TCP.