

involved in scripting, procedural shaders and animation building, Plug-in development, mental ray shaders writing and all-round problem solving.

[3D Generalist] **Chinatown srl,** Milan, Italy **2002 to 2004**
Worked on the Animated Feature Film "Toto' Sapore e la magica storia della pizza" and on commercials as 3D Generalist and technical problem solver.

[Instructor] **Istituto Europeo di Design,** Milan, Italy **2005**
Instructor for Softimage XSI.

[Instructor] **Istituto Genesio,** Milan, Italy **2002**
Instructor for Adobe PhotoShop for a Master course in Web Design.

[Lieutenant] **Italian Military Navy,** La Maddalena, Italy **1997 to 1999**
Instructor and Coordinator officer at Scuola Sottufficiali Marina Militare - La Maddalena.

Skills:

- Technical

Advanced knowledge of Mathematics and Physics.

Particularly interested on producing/developing advanced particles' simulations and procedural animation assets, complex shaders building, scripting & plug-in development;

Have a Mental Ray shader and RSL writing experience.

- Programming

python, jscript, mel, vbscript, RSL, XSI C/C++ API.

- Softwares

Autodesk Maya, Side Effects Houdini, Autodesk Softimage, The Foundry Nuke, Apple Shake, Adobe Photoshop, Adobe AfterFX and several other applications used in the VFX/Post industry.

- Languages

Natural language : italian

Fluent English

Fluent French

Education:

Istituto Europeo di Design

Course in Digital Design, 1999-2002 (Degree in Computer Graphics)

University of Rome

Studied for Degree in Physics, 1994 -1996