

# Silvio Jemma # Fx Td

**Address** U5 / 7-9 severn street  
2035 Maroubra, NSW, Australia  
**Mobile** +61 420 565 289 (AUS) – +39 347 86 44 373 (ITA)  
**E-mail** silvio.jemma@gmail.com  
**Date of Birth** 26 December 1975  
**Nationality** Italian  
**Gender** Male

## ***Experience:***

**[ Render TD ]**                      **Dr. D Studios,**            Sydney, Australia            **October 2011**  
Animated Feature Film “Happy Feet 2”. After all crowd development and shot tasks were completed I was asked to move to the “output” department and as Render TD. A very good knowledge of the Renderman Interface, the rendering pipeline and the crowd rendering system made my self a good candidate for the role. I have then been involved in debugging and/or optimizing troublesome shots.

**[ Crowd TD ]**                      **Dr. D Studios,**            Sydney, Australia            **Oct 2010 to Sep 2011**  
Animated Feature Film “Happy Feet 2”. The main task I have been involved into is developing a system to allow lighters to 'tweak' render behavior of crowd characters on a per character basis. The goal was to create a tool within Houdini that had a logical workflow, was pipeline compatible while keeping all the flexibility and complexity that the user might need. This has been achieved by modifying the Procedural Object used to assemble and render the crowd, and by creating custom Houdini Python Nodes and networks to give the user a tool to interact with.  
Once development was completed I moved onto shot production, helping the rest of the team to finish with a number of shots.

**[ Fx TD ]**                              **Animal Logic,**            Sydney, Australia            **Oct 2009 to Aug 2010**  
Animated Feature Film “Legend of the Guardians – The Owls of Gahoole”. This role involved creative and technical development of FX assets, starting from 3D, going through best lighting approach and ending up to compositing templates. Have developed custom renderman shaders, procedural particle animations, automation scripts and some technical problem solving.

**[ Fx Supervisor ]**                      **Pumkin3D,**                      Paris, France                      **Dec 2007 to Sep 2008**  
Animated Feature Film “Un monstre a Paris” – pre-production.  
Work in early stage consisted in finding proper technical solutions for creating realistic looking fx for smoke, clouds, interactive water (rivers and lakes), snow, fire, gunshots and general debris. This with pipeline developing, assets creation together with other department and CG supervisors.

**[ Fx Supervisor ]**                      **Pumkin3D,**                      Paris, France                      **Dec 2007 to Sep 2008**  
Have worked on the multi award winning Animated Feature Short Film “French Roast” supervising both technical and artistic aspects of fx production and post production.  
Developed fx tools for automation, procedural behaviors for particles within XSI7 and a Mental Ray shader for rendering non-volumetric pointclouds.

- [ Fx Supervisor ]                    Lumiq Studios,      Turin, Italy                    2006 to Sep 2007**  
 Have worked on the Animated Feature Film “DonkeyXote” supervising both technical and artistic aspects of fx production and post production.  
 Developed fx pipeline, fx specific tools and mental ray shaders.
- [ 3D Technical Director ] ChangesVFX,                    Milan, Italy                    2004 to 2006**  
 Worked on commercials mostly as 3D Technical Director, Character Rigging Td and FX Td. Worked also as 3D artist, compositor and matchmover. As Technical Director I have been 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 Genesis,                    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:***

- 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 shader writing experience, both with Mental Ray and Shading Language.
- python, HSCRIPT, jscript, mel, vbscript, RI API, RSL, XSI C/C++ API.
- Autodesk Maya, Side Effects Houdini, Autodesk Softimage, Real Flow, The Foundry Nuke, Apple Shake, Adobe Photoshop, Adobe AfterFX and several other applications used in the VFX/Post industry.
- Natural language : italian  
 Speaking Fluent English and 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