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PROFESSIONAL EXPERIENCE

Tipo di impiego **"Digital artisan" (freelance)**
 Periodo From October 2015 to today
 Nome datore di lavoro [GiuPor](http://giupor.com), Turin
 Tipo di azienda o settore CG animation – motion graphics – interactive experience design
 Mansioni-responsabilità 3D animation. Video production and postproduction. 3D design. Motion graphics. App, web sites, indie videogames. Video mapping. scenography. Video projection on buildings .

Title/position **Motion designer – 3D generalist (employee)**
 Period Seven years (2009-2015)
 Company [D-wok](http://d-wok.com), Turin
 Business sector Entertainment video design
 Duties – responsibilities Video production for big events, advertising, TV, web and live shows. Live action footage, green screen, stop-motion, 3D animation, motiongraphics, video mapping, building projection, holographic projections.

Title/position **Teacher Course "CGI 3D with Softimage XSI"**
 Period Ten month (2011)
 Company **"Experimental Center of Cinematography: animation"**, Turin
 Business sector Professional training for the animation-industry
 Duties – responsibilities Basic concepts of 3D CGI; modeling; materials, lights and rendering; animation tools, rigging and physical dynamics.

Title/position **Video editor – motionographer (employee)**
 Period Three month (2008)
 Company **"PRODEA"**, Turin
 Business sector Communication and production events
 Duties – responsibilities Video production for live shows. Motiongraphics for communication campaigns and major events.

Title/position **Character animator – compositor (employee)**
 Period Nine month (2008)
 Company **"UBIK"**, Milan
 Business sector Visual effects and post-production
 Duties – responsibilities 3D modeling, animation and compositing for TV commercials and animated series: **"GORMITI Final Evolution"** (five episodes of 26 minutes).

Title/position **Teacher Course "Advanced applications and services on the web"**
 Period One year and half (2003-2004)
 Company **"ITIS Pininfarina"**, Moncalieri – Turin
 Business sector Training
 Duties – responsibilities Creating dynamic web applications using HTML, JavaScript, VBScript, and ASP with Microsoft Access DB.

Title/position **Web Desiner – software developer (employee)**
 Period Four years (2000-2004)
 Company **"SIGNUM"**, Turin
 Business sector Multimedia and traditional publishing – software development
 Duties – responsibilities CGI 3D, Flash animations, GUI. Development of dynamic web applications: e-learning and e-commerce. Publishing traditional graphics.

Title/position **Multimedia – graphic designer (internship)**
 Period Four month (2000)
 Company **"Visual Grafika"**, Turin
 Business sector Multimedia and traditional publishing
 Duties – responsibilities Production of multimedia CD. Interactive graphic interfaces. Illustrations and layout.

Title/position	Tester – installer (<i>employee</i>)
Period	Six month (1995-1996)
Company	"Olivetti" , Turin
Business sector	Systems engineering and assembly hardware
Duties – responsibilities	Configuration and installation hardware. Installation devices and proprietary software.

EDUCATION

Graduation	Animator film production.
Period	Three years (2005-2007)
Institute	"Experimental Center of Cinematography: animation" , Turin
Skills acquired	History and language of animation, life drawing, animation, computer graphics, storyboard, editing, compositing, videoboard, production (workflow – pipeline), seminars of direction, script for the animation, character design, set design, laboratory stop-motion, 3D CGI. Short film: "BABAU" .
Graduation	Illustrator with sketching techniques.
Period	Three month (2003)
Institute	Course of "Design Sketching" , European Institute of Design Turin.
Skills acquired	Design techniques for quick viewing. Use of perspective instinctive. Quick sketch of volumes and solid forms. Rendering of materials and surfaces. Staining with "Pantone Letraset".
Graduation	Video editor.
Period	Three month (2001)
Institute	Course of "Video editing" , European Institute of Design Turin.
Skills acquired	Theory of video editing. Managing contributions multiple: audio, video and graphics. Realization of simple special effects. Technology and video compression standards.
Graduation	3D modeler and animator.
Period	Six month (2000-2001)
Institute	Course of "3Dstudiomax" , European Institute of Design Turin
Skills acquired	Solid modeling. Textures, mapping and creation of materials. Lighting and rendering. Preparation of the set. Animation and timing. Dynamics and particle systems.
Graduation	Operator of visual communication.
Period	Six month (1999-2000).
Institute	Course of "Operator of visual communication" Enaip Grugliasco – Turin
Skills acquired	Working with computer and software standards in the production of a graphic design studio. Planning and implementation of an executive. Creation of a multimedia CD.
Graduation	Degree in computer science.
Period	Five years (1990-1995)
Institute	Industrial Technical Institute "ARTS & CRAFTS" Turin

ABILITY AND SKILLS

Foreign language	English (basic level).
Socials skills/competence	Group work: brainstorming, planning and production. Sharing of processed and comparing with other professionals. Propensity to invest in continuous training (received and offered).
Organizational skills/competence	Feasibility study. Analysis and estimation: human resources, costs and production time. Creation and maintenance of the production plan. Coordination of the work of a team. Development of methods and tools to optimize your workflow and productivity.
Technical skills/competence	Depth knowledge of the following software: XSI, Photoshop, After Effects, Premiere, FinalCut. Basic knowledge of the following software: Unity3d, DreamWeaver, Flash, C4D, Maya, 3DStudioMax. Occasional use of the Microsoft Office package. Known programming languages: VBScript, JavaScript, ColdFusion, Actionscript, Lingo, PHP, ASP. Under study: C # (Unity3d).
Artistic skills/competence	Solid knowledge of animation (motiongraphics and character) with any technique. Skill in modeling and mold making for a preliminary model for the reproduction of three-dimensional real subject (silicone rubbers, resin, latex). Ability to design and construction of characters animatable in stop-motion (armatures, set design, costumes, props). Good attitude to the practical/manual work . Creation of video games in spare time (Ex. "GIUPOROID"). Good skills with BBQ.
Driving licence	B.