



Skills

Core Tools: Nuke, Silhouette, Fusion, Blender, Scratch, Davinci Resolve, Premiere Pro;
Pipeline / Production: Ftrack, Mediashuttle, Aspera, Frame.io, Ftp;
Other Tools: Unity 3D, Comfyui, Topaz, Microsoft Suite;
Basic Programming Knowledge: Python, C#, Swift, Java, Javascript, Html/Css, Sql;
Communication: English (Fluent - FCE), Italian (Native), French (Elementary);
Soft Skills: Adaptable, Proactive Fast Learner, Team Player, Detail-Oriented, Problem-Solving, Deadline Management

Experience

Vfx Editor

Jan 2024 - Jann 2026

Edi - Effetti Digitali Italiani

Milan, Italy

- Managed Ingest, Conform, And Delivery Of Materials Across Multiple Projects;
- Created Temp Comps, Dailies, And Versioning For Internal And Client Reviews;
- Exported And Qc'd Wips And Finals;
- Provided Technical Support To Production And Supervisors;
- Maintained Accurate And Up-To-Date Timelines For Editorial Tracking.

Roto Artist

Dec 2023 - Apr 2024

Freelance

- Rotoscoping And Matte Creation In Silhouette For Film And Commercial Projects;

iOS Frontend Developer

Jul 2023 - Dec 2023

Reply Iriscube

Turin, Italy

- Managed Mobile View And Ui Fixes In Xcode;

Virtual Reality Developer Intern

Sep 2022 - Mar 2023

Toyota | R&D Department, Ux And Ergonomics Division

Brussels, Belgium

- I Designed And Developed 3D Driving Scenarios For Simulation Environments.

Education

Short Course: Compositing for Visual Effects

ESCAPE STUDIOS | Aug 2023 - DEC 2023

Subject included: VFX pipeline, Camera Tracking, Rotoscoping, Rig removal, Silhouette painting, Keying foundation, Colour Corrections And Grading, Nuke's 3D System, Nuke Camera Tracking, 3D Projection Workflows, Compositing CG, Clean Up.

Master double Degree: Data Science and Engineering

EURECOM - Biot, France | Oct 2021 - Mar 2023

Subject included: 3D Graphics, Linux OS, Machine Learning, Deep learning, Cloud Computing, Web Interaction Design, Advanced Statistical Inference, Team Leadership and Personal Development.

Master double Degree: Cinema and Media Engineering

POLITECNICO DI TORINO - Turin, Italy | Oct 2020 - Apr 2023

Subject included: Game design and Gamification, Virtual Reality, Visual Effects, Computer Animation, Immersive Cinema, Sound Engineering, Cognitive Psychology, Future Storytelling, Photography and Digital Cinema, electronic systems.

Bachelor Degree: Cinema and Media Engineering

POLITECNICO DI TORINO - Turin, Italy | Oct 2017 - Oct 2020

Subject included: Computer Graphics, Cinema and Video, Image and Video Processing, Informatics, Database, Computer Networks, Electrical Engineering, Algebra and Geometry, Signals Analysis, Calculus 3, Physics, Mathematical Methods, Interactive Media.

Courses

Short Course: ComfyUI for VFX

ACTION VFX | JAN 2026 - PRESENT

Subject included: ComfyUI setup, workflow building, advanced tools, image prep, 3D design, export & upscale

Short Course: VFX Editor

NETFLIX | SEP 2024

Subject included: Import, Export, Precomp