

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 <i>Edi - Effetti Digitali Italiani</i> <ul style="list-style-type: none">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.	Jan 2024 - Jann 2026 Milan, Italy
Roto Artist <i>Freelance</i> <ul style="list-style-type: none">Rotoscoping And Matte Creation In Silhouette For Film And Commercial Projects;	Dec 2023 - Apr 2024
iOS Frontend Developer <i>Reply Iriscube</i> <ul style="list-style-type: none">Managed Mobile View And Ui Fixes In Xcode;	Jul 2023 - Dec 2023 Turin, Italy
Virtual Reality Developer Intern <i>Toyota R&D Department, Ux And Ergonomics Division</i> <ul style="list-style-type: none">I Designed And Developed 3D Driving Scenarios For Simulation Environments.	Sep 2022 - Mar 2023 Brussels, Belgium

Education

Short Course: Compositing for Visual Effects 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.	ESCAPE STUDIOS Aug 2023 - DEC 2023
Master double Degree: Data Science and Engineering Subject included: 3D Graphics, Linux OS, Machine Learning, Deep learning, Cloud Computing, Web Interaction Design, Advanced Statistical Inference, Team Leadership and Personal Development.	EURECOM - Biot, France Oct 2021 - Mar 2023
Master double Degree: Cinema and Media Engineering 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.	POLITECNICO DI TORINO - Turin, Italy Oct 2020 - Apr 2023
Bachelor Degree: Cinema and Media Engineering 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.	POLITECNICO DI TORINO - Turin, Italy Oct 2017 - Oct 2020

Courses

Short Course: ComfyUI for VFX Subject included: ComfyUI setup, workflow building, advanced tools, image prep, 3D design, export & upscale	ACTION VFX JAN 2026 - PRESENT
Short Course: VFX Editor Subject included: Import, Export, Precomp	NETFLIX SEP 2024