Valentina **Lonardo**
Digital Compositor
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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-Oriented, Detail-Oriented, Problem-Solving, Deadline-Driven;

Experience

Finishing Artist   Jan 2024 - Jan 2026
Edi - Effetti Digitali Italiani   Milan, Italy
‣ Clean Up (Nuke);
‣ Rotoscoping (Silhouette, Nuke);
‣ Upscaling (Topaz, Nuke, Comfyui);

Roto Artist   Dec 2023 - Apr 2024
Freelance
‣ Rotoscoping (Silhouette);

iOS Frontend Developer   Jul 2023 - Dec 2023
Reply Iriscube   Turin, Italy
‣ Bug FixIng And Mobile View Creation And Management (Xcode);

Virtual Reality Developer Intern   Sep 2022 - Mar 2023
Toyota | R&D Department, Ux And Ergonomics Division   Brussels, Belgium
‣ Ideation And Creation European Driving Scenarios In 3D (Carmaker);

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 (C), Object Oriented Programming (Java), Database (SQL), Computer Networks, Electrical Engineering, Algebra and Geometry, Signals Analysis, Calculus 3, Physics, Mathematical Methods, Chemistry, Interactive Media.

Courses

One to One: Compositing Lessons   JOSH PARKS | OCT 2025 - DEC 2025
Subject included: CG compositing, Deep Compositing, Roto Prep, Particles, Projections

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