

Valentina Lonardo

VFX Artist with industry experience in Nuke and a technical background in **Data Science** and **Engineering**.

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EXPERIENCE

Junior VFX Artist Mar 2026 – Present

- StudioB - London, United Kingdom
- **Compositing** and CG integration in Nuke
 - **CG rendering** in Blender
 - Working across different stages of the **VFX pipeline** and adapting to **fast-paced production** workflows

VFX Editor & Finishing Artist Jan 2024 – Jan 2026

- edi - Milan, Italy
- Worked on **AI-based VFX workflows** including de-aging, face replacement, upscaling and lip-sync
 - **Clean Up** and compositing in Nuke
 - Prepared **WIP** and final shots for **internal** and **client reviews**
 - Worked with different image and video formats, colour spaces and technical requirements throughout the VFX pipeline

Roto Artist Dec 2023 – Apr 2024

- Freelance
- Rotoscoping and roto preparation using **Silhouette**

iOS Developer Jun 2023 – Dec 2023

- Reply - Turin, Italy
- **Developed** and **maintained** iOS applications coding in Swift

Unity3D Developer Jul 2025 – Jan 2026

- Games For Love
- Designed and implemented game mechanics, UI elements and visual assets for children's games.

VOLUNTEERING

EDUCATION

Short Course - Compositing for Visual Effects Aug 2023 – Dec 2023

- Escape Studios - London, UK
- 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 Oct 2021 – Mar 2023

- EURECOM - Biot, France
- 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 Oct 2020 – Apr 2023

- Polytechnic of Turin - Turin, Italy
- 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.

One to One Compositing training Oct 2025 – Dec 2025

- Josh Parks
- CG compositing, Deep Compositing, Roto Prep, Particles, Projections

ComfyUI for VFX Jan 2026 – Mar 2026

- Action VFX
- ComfyUI setup, workflow building, advanced tools, image preparation, 3D design, export and upscaling

VFX Editor Sep 2024 – Sep 2024

- Netflix
- Import, export and precomp workflows

ADDITIONAL TRAINING

SKILLS

- **Core Tools:** Nuke, Silhouette, Fusion, Blender, Scratch, DaVinci Resolve;
- **Pipeline / Production:** Ftrack, Mediashuttle, Aspera, Frame.io, FTP;
- **AI:** ComfyUI, Topaz, Pinokio, FaceSwap, Flow, Kling, Seedance, BeebleAI;
- **Other Tools:** Unity 3D, Blender, Microsoft Suite,
- **Basic Programming Knowledge:** Python, C#, Swift, Java, JavaScript, HTML/CSS, SQL;
- **Communication:** English (Fluent), Italian (Native), French (Elementary);
- **Soft skills:** Adaptable, Proactive, Fast Learner, Team-Oriented, Detail-Oriented, Problem-Solving, Deadline-Driven;