



# Villa Leonardo

## Virtual Production | Technical Animator

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### SUMMARY

Virtual Production Specialist and Technical Animator. High skills in the optimization of code-side development processes and in the management of the equipment necessary for Virtual Production. Great skills in using the main Game Engines for the creation of reusable code applicable to various types of hardware.

### SKILLS

**Technical Skills:**

- **Virtual Production** - Unreal Engine (nDisplay, LiveLink, Multi-User, Switchboard, Techvis, Previs, VR Scouting)
- **Technical Animation** - Unreal Engine, Maya, Motion Builder
- **Motion Capture** - Optitrack, Vicon, Xsens, Manus, StretchSense
- **Tools Dev** - C++, Python
- **Source Control** - Git, Perforce (Client/Server)

**Language:** Fluent in written and spoken Italian. Competent in written and spoken English. Elementary in spoken Spanish.

### EXPERIENCE

#### Unreal Technical Director

Nuova Accademia di Belle Arti S.R.L

January 2022 - On Going

Milano, IT

- On set technical execution (LED volume operation, Camera tracking, DMX, engine operation).
- Previz and Render pipeline development/maintenance.
- Content management and artist support (Perforce, QA, Multi-User, performance optimization).
- Pipeline tool development.
- On set tool development.

#### Technical Animator (Unreal Engine)

Magari S.R.L.S

December 2021 - April 2022

Milano, IT

- I took care of the programming part within the various projects, especially when it comes to Character Controllers.
- Integration of various elements such as Animations, Sounds, and 3D Models in the Character Controller.
- When it came to projects related to Virtual Production, I took care of the technical part of the pipeline.

## EDUCATION

### **Bachelor of Arts, Creative Technologies**

NABA - Nuova Accademia di Belle Arti

September 2018 - October 2021

Milano, IT

Honor Thesis: "*Dominus*"; Final Mark: 110/110 e lode.

Related Coursework: Game Design, Computer Games, Multimedia Installations, Game Writing & Narrative, Game Culture, Virtual Production Techniques, Team Projects, Individual Master Project.

- Acquired skills in interactive prototyping of functional scripts for the main game engines.
- Learned the ability to incorporate the newest computer technologies within personal projects.
- Worked on different team projects, usually as the creative director willing to make difficult and unpopular decisions.
- Successfully develop creative strategies to create projects with low budgets.
- Used innovative techniques and technologies (Virtual Reality, AI, Arduino, Motion Capture, Virtual Production Pipeline).

### **Diploma di Liceo Scientifico Scienze Applicate**

Pontificio Collegio Gallio

September 2012 - June 2017

Como, IT

Related Coursework: IT, Math, Science, Physics & Philosophy.