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## Goals

To be challenged in an environment where I'm able to share my thinking outside the box, my creativity, my ingenuity and technical skills. To push the boundaries of the interaction between user and data.

## Employment History

2005 - Present    Co-Owner diLuNa  
Photography, multimedia, design, communication and app development  
1995 - Present    PDI/DreamWorks - Redwood City, CA  
Senior Character Technical Director Supervisor  
1994                Softimage, Montreal and SBP, Rome  
Freelance Animator - Developer  
1990 - 1994        Softimage Italy - Milan, Italy  
Artist Demonstrator - Animator - Developer  
1989 - 1990        Techex - Milan, Italy  
Artist Demonstrator - Animator - Developer  
1986 - 1989        Compgraf - Verona, Italy  
Animator - Developer

## Filmography (partial)

Shrek 2,3,4 , Madagascar, Madagascar: Escape 2 Africa, How to Train Your Dragon  
Global Character TD - Designed and developed rigging technologies and proprietary tools  
Shrek                Character TD Co-Supervisor - Supervised the Character TD Group and developed several  
new technologies and workflows to support the character pipeline and the rigging tools.  
Antz                 Senior Character TD Crowd Lead - Designed and co-Developed crowd system  
Marvin The Martian co-Lead TD and Character TD  
The Simpsons      Character TD on the "Homer 3" episode  
Doughboy           Character TD and Lead TD  
Creeps               Personal short project realized with Oscar Tornincasa and produced by Softimage Italia

## Awards (partial)

2007    NPPA Best of Photojournalism - Second Place - Best Photojournalism Blog  
2002    Academy Award "Best Animated Feature" for Shrek  
1992    Premio Immagine (Italy) and Lucca International Cartoon Award for "Creeps"

## Publications and Patents (partial)

2005    Siggraph/Eurographics - *An art-directed wrinkle system for CG character clothing* - Co-authored  
2001    US Patent 6,326,972 - *3D stroke-based character modeling suitable for efficiently rendering large crowds*  
Co-authored with Juan Buhler  
2000    Siggraph - Panel - *Clothing Simulation in Shrek*  
1998    Siggraph - Animation Sketches "Bugs in Space" - *The PDI Crowd System for ANTZ*

## Software and Languages (partial)

PDI/DreamWorks proprietary tools, Softimage, Maya, Photoshop, Flash, Lightroom, FinalCut, Motion, Avid  
PDI/DreamWorks proprietary scripting language, C, C++, Objective-C, Python, Action Script, Processing