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GOALS

To push the boundaries of the interaction between user, real world and data.
To create tools and experiences that stimulate storytelling, creativity and ingenuity.

WORK

2016- Present	Google Daydream Labs	UI/UX Prototype Engineer/Designer
2014- 2016	Google ATAP Spotlight Stories	Tech Art Lead
2012- Present	Curious Hat	Co-Founder CEO Mobile apps Design + Development
2005 - Present	diLuNa	Co-Founder Photography, multimedia, design, code
1995 - 2012	PDI/DreamWorks	Senior Character Technical Director Supervisor
1994	Softimage , Montreal SBP , Rome	Freelance Animator - Developer
1990 - 1994	Softimage Italy - Milan, Italy	Demo Artist - Animator - Developer
1989 - 1990	Techex - Milan, Italy	Demo Artist - 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 Technical Director
Designed and developed rigging technologies and proprietary tools

Shrek
Character Technical Director Co-Supervisor
Supervised the Character TD Group and developed several new technologies and workflows to support the production pipeline

Antz
Senior Character Technical Director
Crowd Lead - Designed and co-Developed crowd system

Marvin The Martian co-Lead TD and Character Technical Director

The Simpsons Character Technical Director on the "Homer 3" episode

Doughboy Character Technical Director and Lead Technical Director

MOBILA APP PORTFOLIO

InfiniScroll, Oh No Fractions!, PHLIP, Color Vacuum, Eye Paint Series, Curious Playground, Curious Words, Curious Letters, Curious Clock, Curious Ruler
iOS and tvOS prototype, (co) design, development

AWARDS

EVENTS

(partial)

Oscar™ Academy Award "Best Animated Feature" for Shrek 2002

Curious Hat selected for **500 Startups's** Batch 5 (Fall 2012)

TEDx talk "**Every frame, a story**" (Italy 2015)

Premio Immagine (Italy) and **Lucca International Cartoon Award** for "Creeps" 1992

NPPA Best of Photojournalism - Second Place - Best Photojournalism Blog 2007

PUBLICATIONS

PATENTS

Siggraph/Eurographics

An art-directed wrinkle system for CG character clothing - Co-authored 2005

US Patent 6,326,972
3D stroke-based character modeling suitable for efficiently rendering large crowds
2001 Co-authored with Juan Buhler

Siggraph - Panel - Clothing Simulation in Shrek 2000

Siggraph - Animation Sketches "Bugs in Space" - The PDI Crowd System for ANTZ 1998

LANGUAGES

TOOLS

PDI/DreamWorks proprietary scripting language

Objective-C C, C++, Python, Lua, KL, Action Script, Processing

PDI/DreamWorks proprietary tools - 3D Softimage, Maya, Modo, Fabric Engine, Unity

Photoshop, AI - Creative Suite, Flash - Lightroom, FinalCut, Motion, Avid

WWW

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