CV EDOARDO PILI
- Character TD -

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Birth Date: 01 / January / 1977

Work experience

aug.2013 – now: Nitrogen Studios - (Vancouver)
project: Sausage Party (film)
tasks: Character TD Supervisor, Crowds Supervisor

jun.2011 – aug.2013: Rainbow CGI - (Rome)
project: Winx TV – Season 5 & 6 (TV Series)
tasks: Rigging Supervisor, VFX Supervisor

jan.2009 – apr.2011: STARZ Animation - (Toronto)
project: GNOMEO & JULIET (film)
project: LOVE BIRDS (short movie)
tasks: Character TD, 3D Tool developer, FX TD

feb.2008 – jan.2009: Framestore CFC - (London)
project: THE TALE OF DESPEREAUX (film)
project: WHERE THE WILD THINGS ARE (film)
tasks: 3D tool developer

2006 – feb.2008: Rainbow CGI - (Roma)
project: WINX THE MOVIE (film)
tasks: Technical Director

2006: Animapolis - (Rome)
project: COSMO (commercial spot)
tasks: Technical Director and Animation Supervisor

2004 – 2005: PMS - (Rome, Bari)
project: ETROM (video game)
tasks: Technical Director and Animator

2005: World Wide - (Verona, Rome)
project: LEARNING ENGLISH (educational software)
tasks: Technical Director

2005: Digitrace - (Rome)
project: LA STORIA DI LEO (film)
tasks: Animator

2004: Animapolis - (Rome)
project: M'AMA OM'AMERA (video clip)
tasks: Technical Director

Other CG experiences

2012 - aug.2013: Rainbow Academy - (Rome)
Teacher for the following courses**:**
- Rigging
- Advanced Rigging
- VFX

2004: Personal Project
project: BEWARE THE SNAKE (short movie)
focus: completely realized by myself, from the concept to the final
compositing (3Ds MAX, Photoshop, Combustion)

2000: Personal Project
project: KING (short movie)
tasks: completely realized by myself, from the concept to the final
compositing (3Ds MAX, Photoshop, Combustion)

3D Software

- **MAYA** (advanced user)
- **SOFTIMAGE|XSI** (advanced user)
- **3D STUDIO MAX** (advanced user)
- **UNITY 3D** (intermediate user and scripting)
- **ZBRUSH** (intermediate)
- **DARKTREE TEXTURES** (basic knowledge)
- **BODY PAINT 3D** (basic knowledge)

Other CG software

- **NUKE** (intermediate user and scripting)
- **SHAKE** (basic knowledge and scripting)
- **PF TRACK** (intermediate)
- **AFTER EFFECTS** (intermediate)
- **COMBUSTION** (intermediate)
- **PHOTOSHOP** (user)

Programming

- **Maya API (C++ / Python)**
- **Python**
- **QT and PyQT**
- **MEL**
- **OpenGL (C++)**
- **XSI SDK (scripting)**
- **Javascript / Jscript**
- **Visual Basic**