**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 andAnimator

**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**