



**OBJECTIVE**      Becoming an excellent FX Artist, never stop learning and always stay hungry for more.

**EXPERIENCE**

**2014**

**NAIAD TD - MOVING BLUE ANIMATION STUDIO**  
Fluid Simulations, Oceans, Shading, Lighting, Rendering, Compositing for all the water elements of a Kuwaiti Short Film

**NAIAD & HOUDINI ARTIST - SCREEN SCENE POST PRODUCTION FACILITIES**  
Fluid Simulations, Oceans for TV Series - **Moonfleet** (SKY 1 HD) nominated for a Visual Effects Society (VES) Award, *Outstanding Supporting Visual Effects in a Broadcast Program*

**2013**

**VFX ARTIST - CUBE CREATIVE COMPANY**  
TV Commercials - **Prince de Lu**  
Water, Fire, Smoke simulations included elements rendering and compositing

**NAIAD ARTIST - IXOR VFX**  
Fluid Simulations, Rendering, Compositing for **MGM** Grand Opening Casino @ Las Vegas

**2012**

**DIGITAL-TUTORS MENTOR - PL STUDIOS**  
Developed content for CG training website **Digital-Tutors**  
*FumeFX, Krakatoa, RealFlow Tutorials*

**3D ARTIST - MODECRACY**  
Modeling, Dynamics, Compositing for a **PRADA** TV Commercial

**VFX ARTIST - FREELANCE**  
Particles Dynamics, Texturing, Rendering, Compositing for TV Series - **Come un delfino**

**3D ARTIST - FREELANCE**  
Texturing, Rendering for Commercial - Biblioteca Europea di Informazione e Cultura

**PUBLICATIONS**    **3d Artist Magazine - Next Limit RealFlow 2013 Review - Issue 56**  
*Imagine Publishing - June 19, 2013*

**EDUCATION**

**2011**

**CGWORKSHOPS**  
Online Workshop - Advanced FumeFX 2.0 - Explosions & Pyrotechnics

**Kaplan International Colleges - New York, Empire State Building**  
Intensive English Course

**2007 - 2010**

**European Institute of Design - Milan, Italy**  
Bachelor Degree in Computer Graphics

**SKILLS**

<b>SideFX</b> Houdini, Mantra	<b>Solid Angle</b> Arnold
<b>Exotic Matter</b> Naiad	<b>Thinkbox</b> Krakatoa
<b>Autodesk</b> Maya	<b>Chaos Group</b> V-Ray
<b>Autodesk</b> 3dsmax	<b>Mental Images</b> mental ray
<b>Next Limit</b> Realflow	<b>The Foundry</b> Nuke
<b>Sitni Sati</b> FumeFX	<b>Adobe</b> Photoshop

**REFERENCES**      References available upon request.