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STEFANO VILLA

Summary

Extensive experience built over 22 years working in Computer Graphics covering every aspect of the field, very strong problem-solving skills devoted to pursuing the highest quality levels, in-depth knowledge of many off-the-shelf software packages, several scripting and programming languages, as well as CG theory and on-set experience.

A thorough programming and electronics background also dedicated to museum and artistic installations, immersive multimedia, multi-user and interactive systems.

Work Experience

Currently self employed and freelancing

2008 to date

@Animoka:

*August 2013- to date
Turin, Italy*

Pipeline TD

- Pipeline design and implementation for tv series 'CALIMERO'
- Tools and plugins development for production support. (r&d, maya, nuke, python)

@Mikros:

*October 2012- August 2013
Paris, France*

Vegetation TD/Pipeline TD

- Production tools for vegetation creation and editing for full CG feature film 'Asterix et le domaine de Dieux'.
- Integration within Mikros production pipeline (Mel, Python)

@counterfeitfx:

*October 2011- march 2012
Milan, Italy*

Software Analyst/Software Developer

- Pipeline design and implementation:
- Shotgun integration within Maya,
- API creation for custom scripting integration (shotgun, python, pyqt)

@imasterart:

*October 2011 – june 2012
Turin, Italy*

Teacher

- Teaching Mel scripting for 'Advanced Maya' course

@baboja.com:

January 2011 – to date
Turin, Italy

Co-creator/Product Designer / Project Manager / Software Developer

- Co-creation of a website for worldwide search and comparison for alternative accommodation.
- Design and implementation of data synchronization with service providers.

@animoka:

January 2010 – august 2011
Turin, Italy

FX Artist/ Technical Director / Software Developer / Software Analyst

- Fluids and Particles (fx, Maya)
- Production tools implementation. (r&d, maya, nuke, mel, python)
- Pipeline design and implementation (r&d, maya, nuke, python, pyqt)

Visual effects for movies and TV productions.

January 2008 – to date
Turin, Italy

- Barbarossa – 2009 (uncredited)
- Crimini Bianchi (uncredited)

Computer vision applications:

January 2010 – august 2011
Turin, Italy

- Multitouch interactive table (Design, hardware and software implementation).
- Installation : "La Venexiana", Villa Capriglio (to), march 8th, 2009.

Lumiq Studios :

2003-2008
Turin, Italy

CG supervisor / Research TD

- Supervising visual effects, collaborating with producers and directors, ensuring quality control, respect of the deadlines, solving technical problems and providing clear directions and motivation to CG team and their lead.
- Working with producers and directors to formulate and estimate costs and time, providing cost-effective solutions for CG productions
- Identifying, defining and implementing creative and production workflows and pipelines.
- Working with the DoP and director on film sets to acquire the correct data required by the visual effects team.
- Developing pipelines to handle multi-camera image-based animation in production environments ("The Stone Merchant").
- Writing several tools aimed at improving production efficiency.
- Dynamic simulation of natural phenomena ("Donkey Xote") .
- Software : MAYA, XSI, Shake, Image Modeler, PhotoModeler, Boujou, 3Dequalizer, Vue6, Adobe Photoshop, Adobe Premiere, Adobe AfterEffects.
- Programming Languages : Mel scripting language, C++, Python, VBScripts, JS, Perl
- Main film productions : "Il Mercante di Pietre", "Anastezi", "La bambina dalle mani sporche", "Donkey Xote".

Chinatown :

2002-2003
Milan, Italy

Technical Director / Research TD:

- Lighting, rigging, EFX and generic pipeline scripting
- Software : XSI
- Programming Languages : Mel scripting language, VBscript, C++, Perl
- Main film productions : "Batman the ride", "Toto sapore"

Avtoma :

2002-2003
Los Angeles, USA

Technical Director / Research TD:

- PreProduction development of pipelines and techniques
- Maya/XSI scripting, C++ coding.
- Image-Based Modeling/Lighting/Animation software development and pipeline definition.
- Software: XSI, Maya, Softimage Behaviour
- Programming Languages : Mel scripting language, VBscript, C++
- Main productions : HDRI light rigging implemented on XSI v2.1

Phoenix Tools :

2000-2002
Milan, Italy

Software design engineer, Content Group Team Leader

- Designing architecture and porting software in Maya Environments and Maya shaders
- Leading the Content Group in creating documentation, producing tutorials and content
- Software: Maya, XSI
- Programming Languages : Mel scripting language, C++
- Main productions : Maya crowd system

Metrolight studios :

1996-2000
Los Angeles, USA

Technical Director / Research TD

- Modeling and animation with off-the-shelf and in-house tools for feature films and commercials
- Developing production pipelines, MAYA plugins and Renderman shaders
- Software : Maya, Alias, Renderman, Matador, WavefrontPV
- Programming languages : Mel scripting language, C/C++ language, Perl, Rman
- Main productions : "Dragonheart II", "Kull the conqueror", "Matilda", "For richer or Poorer", "Jingle all the way", "Seigfried and Roy: the magic box", "Poseidon's fury: escape from the lost city"

Post 625 :

1994-1996
Turin, Italy

CG generalist

- Modeling, C/L, animation for commercial and company profiles
- Developing production pipelines and custom Softimage plugins aimed at increasing productivity and developing more efficient software applications
- Software : Softimage, Matador, Alias, Photoshop, Aldus Freehand

Dune :

1993-1994
Turin, Italy

CG generalist

- Modeling, C/L, animation for commercials, company profiles, architectural and environmental impact assessment visualization

Immagina :

1990-1993
Turin, Italy

Owner, CG generalist

- Modeling, C/L, animation for company profiles, architectural and environmental impact assessment visualization
- Developing software for particle systems, L-System compilers, file format conversion and many others
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Related Experience

- Immersive multimedia, multi-user and interactive systems such as museum and artistic installations. Software packages such as "Processing", "vVVV", "Eyesweb" and "MAX/MSP".
- Installations: "otto X otto" interactive table @ Fraskettando SkaBluesJazz Festival, Alessandria, May 2007

Other Work Experience

Eltrac:

Turin, Italy

- Software/Firmware/Hardware engineer for the automotive industry

Proel System :

Turin, Italy

- Project engineer for industrial automation
- Experience developing HW/SW on Z80 and 8086

Olivetti OPE :

Ivrea, Italy

- Member of the project team developing analog/digital read and write circuits on hard disks

Education

- Certification of equivalency of degree of “Bachelor of Arts in Film and Video Production” issued by 'Morningside evaluation and consulting', New York.
- Illustration course 1988/89 at 'Scuola d'arte e design' in Torino.
- Course for film critics and directors 1989/90 at 'Istituto R. Magritte' in Torino.
- Course of art studies and pictorial techniques 1982/89 at 'Scuola d'arte M.Cusinato' in Torino.
- 'Electronics Technician Diploma' 1978/83. Graduated with a grade of 54 out of a possible of 60 points at 'E.Maiorana State Technical and Industrial Institute' in Torino.