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## **STEFANO VILLA**

### **Summary**

With over 30 years of experience in Computer Graphics, I have spent a significant amount of time optimizing productions, as a Pipeline TD/developer, designing, implementing, customizing tools and procedures to automate processes, optimize workflows and increase efficiency, always focusing on consistency and reliability.

Throughout my career, I have covered almost every operative role across VFX, animation, and advertising projects. I have also gained extensive knowledge of many off-the-shelf software packages, CG theory, programming languages, and on-set experience, all of which have contributed to my strong problem-solving skills.

### **Work Experience**

#### **Animoka**

January 2022 - to date

Turin, Italy

Pipeline TD/ Tool Developer

Enhanced an existing production pipeline based on Tactic.

Streamlined workflow initialization using configuration scripts to automate project setup and updates of tasks & dependencies relationship, trigger's events & actions and basic views within Tactic site frontend.

Implemented programmable actions triggered by workflow events, enabling recursive actions across downstream dependency tasks.

Developed asset conforming tools and sanity checks procedures within Maya to ensure production quality and consistency.

Prototyped data content synchronization between Tactic and ShotGrid, although it was not deployed to production.

Full integration in Maya and partial integration within Substance Painter 3D and Toon Boom.

Scripting & Programming: Python – PyQt – MEL – C++

Frameworks: Maya C++/Python/MEL API

CG Software: Maya

DAM: Tactic, Shotgrid

## **Wedoo**

January 2017 - January 2022

Turin, Italy

Pipeline developer

Pipeline design, development and integration with Maya, focused on, but not limited to, automotive content creation.

[asset checkin/out, job assignments, asset's status propagation, customizable tasks and task's dependencies.]

Develop and support tools and processes aim to extend and enhance the pipeline

[task based sanity check and programmable sets of tools.]

Scripting & Programming: Python – PyQt – MEL – C++

Frameworks: Maya C++/Python/MEL API

CG Software: Maya

## **Self employed and freelancing**

2008 to 2016

### **@Animoka:**

**January 2016 - to December 2016**

**Turin, Italy**

Pipeline TD

- Pipeline development [ TACTIC based] for tv series 'PAF the dog'
- Maya pipeline integration
- Tools and plugins development for production support. (r&d, maya, nuke, python)

Scripting & Programming: Python, pyqt, Mel

Framework: Maya C++/Python/Mel API, Nuke Python API

CG Software: Maya – Nuke

### **@ FCA Centro Stile**

**December 2014 - October 2015**

**Turin, Italy**

Tools and plugins development for production support. (alias api, maya api, deltagen sdk, python, pyqt, c++, svn, mysql)

Content creation and virtual room operator

Pipeline and digital asset management design and prototype.

**@Animoka:**

**August 2013- to December 2014**

**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 – 2014**

**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 datas 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 2011**

**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 the 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

**Related Experience**

- Immersive multimedia, multi-user and interactive systems such as museum and artistic installations. Software packages such as "Processing", "vww", "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.