

Phone: +44 782 4441469
 E-mail: turchet.fabio@gmail.com
 Portfolio: <http://www.fabioturchet.com>



CAREER PROFILE







A highly motivated and passionate graduate with production experience in the computer graphics industry as Rigging TD, seeking for a research job opportunity. My interests are broad and include: physical simulations, muscle systems, VFX and rigging software development, GPU programming, real-time/offline rendering.

Working knowledge of Autodesk Maya, good knowledge of Houdini and good programming experience gathered both at the university and at work where team work and problem solving skills were further developed.

PRODUCTION

 02/2011 – 09/2012   	<p>Full time Rigging TD for the following trailers : Halo 4 :Spartan Ops, Spiderman: Edge of Time ; Age of Empires Online ; Lining commercials; Scottish Power commercials ; Redakai commercials ; Aliens: Colonial Marines ; various games titles not released yet. - Axis Animation - Suite 225 Pentagon Centre Washington Street Glasgow G3 8AZ, Scotland http://www.axisanimation.com</p> <ul style="list-style-type: none"> • Characters/creatures body rigging including skinning, PSDs and dynamics in Maya • Simple facial setups for creatures • Maintenance, “sanity check” and improvement of third party rigs • Cloth simulations (nCloth) • Rigging pipeline MEL/Python scripting (libraries for procedural rigging of complete assets and tools development) Props and vehicles rigging • Software design in collaboration with team members • Research and Development to improve specific aspects of character Rigging
 09/2012	<p>“Take over the towers”, 3D building projection mapping in collaboration with Bournemouth University for the Festival of Arts - Two Bournemouth buildings, UK</p> <ul style="list-style-type: none"> • technical management of the project • mapping of the building • creation of multiple 3D effects
 07/2010 - 08/2010	<p>“Indy Air”, full CG short made in team - story by Giorgio Pezzin -BigRock Training Center (Treviso, Italy) <i>the short participated to the Youth Italian Mix Contest (ViewFest 29-31 Oct. 2010, Turin, IT)</i></p> <ul style="list-style-type: none"> • analysis of the requirements for the rig together with modeler and animator, development of the elephant rig together with another member of the team • nCloth simulations, clean up of scene files

EDUCATION

 <p>Bournemouth University</p> <p>10/2012 – 09/2013</p>	<p>MSc Computer Animation and Visual Effects (expected October 2013) Bournemouth University (Bournemouth, UK) PgDip with score : Distinction topics covered: C++ programming, Maya API, Renderman Shading Language, CG algorithms, Houdini projects achieved: deferred rendering, Houdini procedural city generator, RSL shader, Hair simulation , Skeleton Extraction by Mesh contraction, group project, Maya Mental Ray rendering Msc masters project: Implementation of SIGGRAPH 2013 paper “Implicit skinning: Real-Time Skin Deformation with Contact Modeling”</p>
 <p>11/2010</p>	<p>European Union funded 3D Animation course BigRock Training Center (Treviso, Italy) topics covered: shading, lighting and compositing of an animated cartoon shot</p>
 <p>03/2010 - 08/2010</p>	<p>Full time intensive Computer Graphics course BigRock training center (Treviso, Italy) topics covered: all the CG production pipeline from modeling to compositing, MEL scripting</p>
 <p>09/2009 - 05/2009</p>	<p>Erasmus Programme in Helsinki, Finland Helsinki University of Technology MSc exams taken in 3D Animation, Multimedia Programming, Computer Security, Information Theory, Image analysis in Neuroinformatics</p>
 <p>04/2008 - 02/2010</p>	<p>University of Verona MSc classes taken in Computer Vision, Machine Learning, Artificial Intelligence and Advanced Algorithms</p>
 <p>09/2004 - 03/2008</p>	<p>Bachelor of Science - Degree in Multimedia Information Technology - final grade 94/110 Department of Computer Science of the University of Verona, Italy Thesis : “<i>MightyMind3D: a 3D mindmapping tool with glove interaction</i>”</p>

CERTIFICATIONS

Autodesk certifications



International Certificate Autodesk Maya Foundation, Aug 2010 - Has no expiration

International Certificate Autodesk Maya Character rigging & animation, Aug 2010 - Has no expiration

International Certificate Autodesk Maya MEL programming, Aug 2010 - Has no expiration

Language certifications

IELTS : score 7.5

SKILLS

Programming experience : C/C++, Python, OpenGL, MEL, Java, Matlab, PHP&MySQL, SVN

Operating systems : Windows, Linux, MacOS

3D Packages : Autodesk Maya (very good) ; SideFX Houdini (intermediate) ; Nuke (basic)

Adobe Illustrator (more than basic)

Adobe Photoshop (more than basic)

Adobe After Effects (more than basic)

Adobe Premiere (more than basic)

PUBLICATIONS

The results of my Bachelor thesis have been published in the following paper:

Fabio Turchet, "MightyMind3D: a 3D mindmapping tool with glove interaction". In Proceedings of the 6th Eurographics Italian Chapter Conference, Salerno (Italy), 2008.

OTHER INTERESTS AND WORK EXPERIENCES

I have a big passion for t-shirts. This led me to create a online clothing brand called Erasmus for which I developed concepts and graphics.

In october 2010 I created the trailer for the 2D indie game called "Escape from Quaoar" for a small indie team.

In the period 2004-2008 I worked as an extra in many shows during the Arena di Verona Opera festival (held every summer in Verona, Italy).

I studied double bass and electric bass for quite a few years at the Conservatory of Verona, obtaining the diploma of Solfeggio and performing some live concerts.

Whenever my free time allows, I love travelling, biking and giving space to my very curious attitude.

OBJECTIVE

My goal is to develop and research computer graphics software with computer science theory in mind; the objective of this effort is to produce robust innovative tools for the industry that will help solving efficiently problems often encountered in the video games and film content creation.

For full breakdowns and description of the projects please visit

www.fabioturchet.com