



# Emanuele D'Arrigo

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From a childhood fascination with 3D graphics that started in Flight Simulator, to creating visual effects for blockbuster films like Harry Potter and working for directors like Ridley Scott and Danny Boyle, during my career I've acquired a broad set of programming abilities. After a break to focus on family, I'm eager to offer my skills to projects and companies that can benefit from my extensive and diverse experience, and that can help me nurture a balanced and growth-oriented life. Alongside my professional skills, I bring patience, perseverance, reliability, eloquent communication and a proactive approach.

## PERSONAL DETAILS

Citizenship: Swiss, Italian  
Born: Pisa, Italy, July 2nd, 1974  
Lives in Basel, Switzerland

## CAREER HIGHLIGHTS

13 years professional experience in  
Computer Graphics for Film and TV  
8 full length feature films  
1 full length animated feature  
1 animated short  
1 pilot episode for a Sci-Fi TV series  
About 20 commercials  
Co-authored "Maya: Secrets of the Pros"

## COMPETENCIES

Scripting and tools, technical  
documentation writing, problem-solving  
and in general anything intriguing and  
challenging.

## PROGRAMMING

Advanced: Python, Java, VEX, MEL  
Intermediate: C/C++, Maya API

Also: IntelliJ IDEA, PyCharm, git, html, xml,  
xsl/t, css, javascript, php+mysql, tcl/tk, csh,  
wikis and Linux server administration.

## LANGUAGES

English: primary language, C2  
Italian: native speaker, C2  
German: Intermediate, B2(ish)

## WEB PRESENCE

[linkedin.com/in/manu3d/](https://www.linkedin.com/in/manu3d/)  
[imdb.com/name/nm1141124/](https://www.imdb.com/name/nm1141124/)

## PROGRAMMING EXPERIENCE

Jun 2015 – Apr 2018 / (free time) **Java/OpenGL Programmer and Mentor:**

- envisioned and implemented the refactoring of the rendering engine of open-source Minecraft clone "Terasology", to an extensible, node-based, rendering engine.
- Mentored to two students over two consecutive Google Summer of Code initiatives, in 2016 and 2017.

Apr 2007 – Nov 2007, Jan 2008 – Aug 2008

(60%) **Freelance Technical Director** - Prime Focus, London

- Led the multi-cultural effort to create the reference naming conventions document for 8 facilities across North America, Europe and India.

Nov 2003 – Sep 2004 / (free time) **Programmer** – EuroHarmony Virtual Airline

- Responsible for developing PHP scripts to expand the range of features and data published on the airline's website (flight/pilot stats, picture contest, badge generation)

Feb 2002 – Sep 2002 / **Technical Director** - Triple-E, Oberhausen, Germany

- Responsible for developing scripts, troubleshooting, producing visual effects, managing data and organizing the pipeline for 3D animated project Tamanana.

Jan 2000 – Mar 2001 / **Technical Director** - H5B5 Media AG, Munich

- for the Pilot episode of planned Sci-Fi TV series Ice Planet
  - Authored scripts and tools for 3D software and specialized hardware

Oct 1998 – Dec 1999 / **Technical Artist** - Munich Animation Film GmbH

- Responsible for most of the crowd scenes, requiring significant amount of scripting and developing previously inexistent techniques

Oct 1995 – Jun 1997 / **Junior Artist** - Locomotion, Milan, Italy

- Improved existing scripts and authored new ones dealing with wrangling image sequences (renaming, conversions, uploading to frame buffer)

## Open to Remote work

or within commute distance  
from Basel, Switzerland

