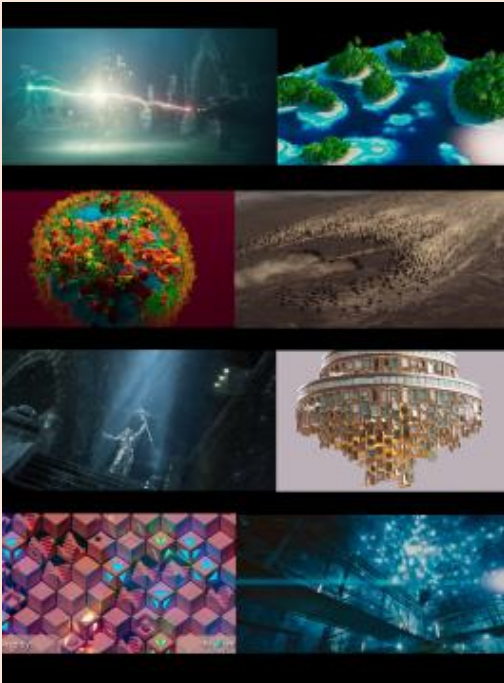




Emanuele D'Arrigo

manu3d@gmail.com **3D Technical Director** +41-796.184.467



PERSONAL DETAILS

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

HIGHLIGHTS

13 years professional experience in 3D
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"

KEY 3D SKILLS

Houdini + Redshift: 2+ year
Maya: 7+ years – last 4 on Linux
Softimage: 3+ years on SGI/Irix

Also: Zbrush, Substance Designer/Painter,
Renderman via mtor/slim, Resolve/Shake,
for rough comps, Softimage Eddie.

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, **I've cultivated a deep expertise in 3D computer graphics, art, programming, and simulation.** 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 at the edge between technology and art, 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.

EXPERIENCE

Sep 2024 – Present / **Research Associate** - Luzern University of Applied Sciences Part-time, Houdini Technical Artist within the Immersive Realities Research Lab.

Oct 2021 – Sep 2024 / **3D/FX Technical Director/Artist:** upskilling through online tutored courses, self-driven tutorials and experimentation – see Education.

Mar 2011 – Sep 2021 / **Primary Carer for my Family**

Jun 2015 – Apr 2018 / **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.

Sep 2008 – Mar 2011 / **Entrepreneur:** Took time off to create meaningful interactive content. There are winning experiences... and learning experiences.

Apr 2007 – Nov 2007, Jan 2008 – Aug 2008

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.

Feb 2007 – Apr 2007 / **Freelance 3D Technical Director** - Absolute Post, London

- Collaborated on fully CG-animated shots for the **Mercedes-Benz** website.

Sep 2006 / **Freelance FX Technical Director** - Absolute Post, London

- Realized PaintFX-based vegetation for a live-action **Honda** commercial.

Jul 2003 – Apr 2006 / **FX Technical Director** - MPC London

Realized effects such as dust, rain, snow, bubbles, ropes, shattering rocks, tree branches, magical effects and clouds for the following feature films:

- Harry Potter and the Prisoner of Azkaban**
- Alien vs Predator**
- Kingdom of Heaven**
- Harry Potter and the Goblet of Fire**
- Sunshine**

Feb 2002 – Sep 2002 / **3D Technical Director** - Triple-E, Oberhausen, Germany

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

COMPETENCIES

Visual effects, procedural modelling, growth, destruction, particles, rigid bodies, fluids, crowds, 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

manu3d.com
linkedin.com/in/manu3d/
vimeo.com/manu3d
imdb.com/name/nm1141124/

Open to Remote work

or within commute distance
from Basel, Switzerland

SOME RECENT READINGS

Truby: The Anatomy of a Story
Hans Ulrich Obrist: Ways of Curating
Martin: Clean Architecture

OTHER INTERESTS

In no particular order: art, science, nature, astronomy, physics, biology, genetics, education, philosophy, psychology, economics, politics, environment, basketball, swimming, jogging, photography, aviation, videogames, serious games, boardgames, sci-fi, fantasy and graphic novels.

CONTACT

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Dec 2001 – Jan 2002 / **Co-author** of the book **Maya: Secrets of the Pros.**

- Wrote chapter 6, "Creating crowd scenes from a small number of base models".
- One of six chapters republished in the Korean edition of the book.

May 2001 – Dec 2001 / **Freelance 3D Technical Director**

- animated short **The Shark and the Piano** (crowd scenes)
- **Smart Car** tv commercial (procedural modelling and animation)
- **Playmobil** tv commercial (car modelling)
- **ZDF** Winter Olympics tv commercial (particle effects)

Jan 2000 – Mar 2001 / **3D Artist/Technical Director** - H5B5 Media AG, Munich

- for the Pilot episode of planned Sci-Fi TV series **Ice Planet**
 - Realized 3D models, visual effects
 - Authored scripts and tools for Maya and specialized hardware

Oct 1998 – Dec 1999 / **3D Artist** - Munich Animation Film GmbH, Munich

- Responsible for most of the crowd scenes, some modelling and rigging of crowd actors and the effects for the underwater "Twister" sequence for the full-length animated feature **A Fish Tale**.

May 1998 – Sep 1998 / **Freelance 3D Artist** – Locomotion, Milan, Italy

- Created digital sea surfaces, digital smoke, digital confetti and some camera match-moving for Giuseppe Tornatore's movie **The Legend of 1900**.

Jun 1997 – Apr 1998 / Pubblica Assistenza, Santa Croce, Italy

Social Services Driver and Ambulance Attendant during the mandatory Civil Service.

Oct 1995 – Jun 1997 / **Junior 3D Artist** - Locomotion, Milan, Italy

Created and rendered 3D models, animation rigs and effects for tv commercials for national television channels, international advertisement and internal productions. Furthermore, I worked on the 1998 feature film "Rewind".

EDUCATION

Completed **CG Master Academy** courses, Oct 2021 - Sep 2023

- Houdini Production Studio: Fluid FX, ZBrush for Concept and Iteration, Intro to Unreal, VEX in Houdini, Procedural Modelling for Production in Houdini, Abstract FX in Houdini, Fundamentals of Substance for Environment Artists, Fundamentals of Houdini for 3D Artists,

Self-paced **Entagma** Premium Courses between CGMA terms:

- Particles, KineFX 101, VEX 101, Rendering 101, Adding Houdini to Your Arsenal

Dale Carnegie: "The Dale Carnegie Course", Sep 2005 – Dec 2005

- Outstanding Communication Award
- Special Recognition 100% attendance

School of Economic Science, London:

- Economics – attended three base terms and three advanced terms
- Philosophy – attended two base terms
- also attended the workshop "From Principles to Profit".

University of Pisa, Italy: Sep 1993 – Apr 1995

Two Years of Civil Engineering

