EMANUELE D'ARRIGO

manu3d@gmail.com   **SYSTEMS-ORIENTED TECHNICAL ARTIST**   +41-796.184.467

Technical Artist working across procedural design, simulations, tool development and real-time integration. With experience spanning feature film, VR and open-source engine architecture, I focus on designing robust solutions and workflows that support collaboration between artistic and technical disciplines. I am motivated by environments where curiosity, experimentation and rigor inform one another creatively and constructively.

PROFESSIONAL EXPERIENCE

Sep 2024 – Present / **Research Associate / Technical Artist**
Immersive Realities Research Lab – Hochschule Luzern
- Development of procedural workflows in Houdini for 3D asset generation
- Integration into Unity and Unreal pipelines, including functionality (C#)
- Infrastructure research and development for lab-wide knowledge base

Oct 2021 – Sep 2024 / **3D/FX Technical Director/Artist**
Focused on structured upskilling in procedural workflows and current production methodologies through tutored programs (CGMA), advanced coursework and self-directed experimentation. See Education section for details.

Jun 2015 – Apr 2018 / **Java/OpenGL Programmer and Mentor**:
- Envisioned and implemented a node-based rendering architecture for the open source engine "Terasology"
- Focus on extensibility, maintainability, documentation.
- Mentored two students over two consecutive **Google Summer of Code** initiatives, in 2016 and 2017.

Mar 2011 – Sep 2021/ **Primary Carer**
Full-time caregiving role during a formative family period, overlapping with continued technical engagement through open-source development.

Sep 2008 – Mar 2011/ **Entrepreneur**: Pursued exploration of meaningful interactive content creation, gaining practical insight into independent project development and creative risk-taking.

Apr 2007– Aug 2008 / **Freelance Technical Director** - Prime Focus, London
- Led the multi-cultural effort to create the reference naming conventions document for **eight facilities** across North America, Europe and India, as the foundation of cross-site pipeline standardization.

Sep 2006 – Apr 2007 / **Freelance 3D Technical Director** - Absolute Post, London
- Contributed to CG-animated commercial and advertising projects, including procedural vegetation systems and fully CG web-based content.

Jul 2003 – Apr 2006 / **FX Technical Director** - MPC London
- Created simulation-based effects work within high-profile, large-scale, multi-department, international production pipelines:
- **Harry Potter and the Prisoner of Azkaban**
- **Alien vs Predator**
- **Kingdom of Heaven**
- **Harry Potter and the Goblet of Fire**
- **Sunshine**

PERSONAL DETAILS

Phone: +41-79-618.44.67
Email: manu3d@gmail.com
Citizenship: Swiss, Italian
Lives in Basel, Switzerland
Father of two amazing teens

LANGUAGES

- English (C2)
- Italian (C2)
- German (B2)

HIGHLIGHTS

- 15+ years professional experience across film, VR and interactive media
- Architectural refactoring of open-source rendering engine (Terasology)
- Procedural workflows and development for immersive applications
- Cross-site standardization (3 continents, 8 facilities)
- Contributions to high-profile feature films
- Co-author, *Maya: Secrets of the Pros*

TECHNICAL SKILLS

Programming:
Python, Java, VEX, C#, PHP+SQL, TCL/TK

Procedural / Real-Time:
Houdini, Unity, Unreal Engine

3D & Production Tools:
Maya, Redshift, Substance, ZBrush, Resolve

Pipeline & Infrastructure:
Git, Linux server administration, webapps, documentation, scripting automation

WEB PRESENCE

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

OTHER INTERESTS

art, science, physics, education, philosophy, psychology, politics, environment, boardgames, sci-fi

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Feb 2002 – Sep 2002 / **3D 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.

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", subsequently republished also 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 crowd scenes, 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 camera match-moving for Giuseppe Tornatore's movie **The legend of 1900**.

Jun 1997 – Apr 1998 / **Mandatory Civil Service** - Pubblica Assistenza, Italy
- Social Services Driver and Ambulance Attendant.

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

Oct 2021 - Sep 2023
CG Master Academy: professionally tutored specialization in Houdini, procedural workflows and real-time assets integration (Unreal Engine), including advanced coursework in VEX, procedural modelling, FX systems and current production-oriented methodologies.
Entagma Premium: (between CGMA courses) independent deepening studies in procedural systems, particles, KineFX and rendering workflows.

Sep 2005 – Dec 2005 / **The Dale Carnegie Course**, London
- Outstanding Communication Award
- Special Recognition 100% attendance

School of Economic Science, London
- Completed foundation and advanced terms in Economics and Philosophy.

Sep 1993 – Apr 1995 / **University of Pisa**, Italy:
- Two years of undergraduate study in civil engineering, with focus on mathematical foundations and technical drawings.

Extensive professional practice (15+ years) providing long-term analytical and technical experience comparable to formal academic pathways.