

Valerio Oss – Digital Composer – VFX artist/supervisor RESUME - CURRICULUM VITAE

Summary

Freelance Digital Composer & Visual FX Artist and Supervisor, with great experience as a 3D generalist and animator, always looking to improve skills and face challenges working on feature film, broadcast, and commercial projects. Also with experience as director of short films, works effectively within any budget and is accustomed to tight deadlines. Excellent at taking direction and managing a project from concept to execution. Always available to transfer to any location
 Born in Trento (Italy) on January 3rd, 1965

Education

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| 1980-1984 | high school "liceo scientifico L.Da Vinci" in Trento; in 1984 obtained his diploma with full marks (60/60). |
| 1986-1987 | two years of specialization in Mathematics and Physics at the University of Trento. |
| 1988-1991 | "Scuola del Fumetto" (school of comics) and the "CTC - centro di formazione professionale per la tecnica cinetelevisiva, sezione cartone animato" (school of cinema, cartoon section) in Milan, experiencing in classical animation techniques, filmmaking and directing, and comic books. |
| 2008 | advanced VFX course (Shake) in the US with master compositor Steve Wright |
| 2008-2009 | fxphd online courses - US/Australia – Advanced Nuke, Shake, Stereoscopy, RED production, Digital Colour Theory, Realflow, PFTrack |
| 2009 | SphereVFX – Matt Leonard personal training with Nuke “Nuke in production” - UK |
| 2009 | Escape Studios – Visual FX course - UK |

Work experience

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| 2016 | VFX Supervisor and Compositing supervisor in the feature film "Dincolo de calea ferată" directed by Cătălin Mitulescu (Romania) |
| 2016 | VFX Supervisor and Compositing supervisor in the feature film "Il Traduttore" directed by Massimo Natale |
| 2015 | VFX Supervisor and Compositing supervisor in the RAI TV series “Anna & Yusef” directed by Cinzia Th Torrini |
| 2013-2014 | Compositor and VFX artist/3D generalist at Union VFX, London - UK on the feature film Black Sea directed by Kevin Macdonald |
| 2013-2014 | Compositor and VFX artist/3D generalist at Union VFX, London - UK on the TV series Da Vinci's Demons – 4 episodes |
| 2012-2013 | Visual Effects supervisor on Cinzia Angelini’s animated short film “Mila”. |
| 2012 | Compositor and VFX artist/3D animator at Union VFX, London - UK on the Opening Ceremony of 2012 London Olympics. |
| 2012 | VFX Supervisor and Compositing supervisor in the feature film "Un giorno devi andare" directed by Giorgio Diritti. |
| 2012 | VFX Supervisor and Compositing supervisor in the feature film "Itaker" directed by Tony Trupia and produced by Goldenart Production. |
| 2011 | Compositor, matchmover and VFX artist at Union VFX, London - UK on the feature film “Hyde Park on Hudson” directed by Roger Michell. |

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| 2011 | composer and VFX artist at Union VFX, London - UK working on the feature film "Harry Potter and the deathly hallows – part 2" directed by David Yates. |
| 2010 | composer and VFX artist at Union VFX, London - UK working on the feature film "127 Hours" directed by the Academy Award winner director Danny Boyle. |
| 2010-2011 | director and VFX supervisor of a new history/educational live action/cartoon series for Italian television - "T.T.I. - Time Travel Investigations" |
| 2009-2010 | composer and visual FX supervisor for the promo and trailer of the feature film "the Forgotten King" by Tigris Productions (UK) |
| 2009 | composer and visual FX artist for the Belgian feature film "Reiki" for Dream Journey Studios |
| 2009 | director and composer for a series of 8 animated cartoons about immigration, produced by Cinformi Italy |
| 2009 | composer in the film documentary "Manci" directed by Katia Bernardi, for RAI television |
| 2008 | composer, animator and visual effects supervisor for the commercial "la Trentina", for Sky television Italy. |
| 2007-2009 | director of three short animation films "Civilino e il terremoto" (Civilino and the earthquake) and "Civilino e l'alluvione" (Civilino and the flood), "Civilino e l'incendio" (Civilino and the fire) . Also animator, lighter and composer. |
| 2006 | creator, director and composer of the production of the educational animated series "Dr.Bombonico's Looney Laws of physics" (www.looneylaws.it), a 26 episodes 3D animated series to teach physics and sciences to children, in co-production with Cinegroupe Canada (Montreal). |
| 2005 | composer and 2D/3D animator for the titles sequence of the feature documentary "Zum Tode" for Italian RAI television, directed by Katia Bernardi. |
| 2000 | shifts his interest and knowledges towards composing and 3D graphic design and animation. Composer with Combustion and Shake for the videogame The Ghost Dynasty, Topware production |
| 1995 - present | for about 15 years he has been director, animator and graphic artist for his own company, Pixel Cartoon (www.pixelcartoon.it), doing works such as 3D animation, animations and comics for Walt Disney Company Italia, videogames production, software development, video editing and composing. |
| 1994-1996 | cover artist for Marvel Comics – doing digital compositing of comic book images and 3D rendered backgrounds. |
| 1992-1994 | 3 years collaboration with "Bozzetto Produzione Film" in Milan (Italy), one of the best animation production companies in Italy, starting as an in-betweener, then as an assistant animator for commercials. |
| 1991-1992 | freelance programmer for University of Trento (dept.of Physics) |

Teacher experience

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| from 2015 | Teacher of “History and theory of Visual Effects” and “Basic Visual Effects with Nuke” at the Libera Accademia di Belle Arti in Torbole (LABA) |
| 2014 | Teacher in a VFX course (compositing and history of visual effects) at University of Bologna (DAMS) |
| 2012-2013 | Nuke and compositing/VFX courses at the “Istituto d’arte Depero” in Rovereto (TN) - cinema section |
| 1998-present | teacher in basic and advanced level courses on PC hardware and software, Windows operating systems and networks, Internet and web design, ECDL (European Computer Driving Licence), computer graphics (Photoshop, compositing and 3DStudio MAX courses) and animation. |
| 1993-1996 | teacher in classical animation techniques at the ENDFORM professional school in Genova (Italy), in a European Economic Community course |
| 1992-1993 | art director and computer graphic visual effects supervisor (with Cubicomp PictureMaker and Vertigo softwares) in a video course in comic drawing and cartoons (30 lessons of 30 minutes each) for DeAgostini of Novara |

Skills - Software knowledge

- The Foundry NukeX (any OS – experienced level)
- Apple Shake (very good experience)
- Adobe After Effects (any OS – experienced level)
- Autodesk Combustion (very good experience)
- Autodesk 3D Studio MAX (Windows OS – experienced level)
- Autodesk Maya (Windows systems – good level)
- PFTrack and Boujou (3D tracking) – advanced level
- Adobe Premiere PRO and AVID (Windows and Mac OS - experienced level)
- Adobe Photoshop (any version)/Corel Painter and 3D paint softwares (Win and Mac OS – experienced level)
- Shotgun asset management tools
- Adobe Flash and 2D animation
- Adobe Illustrator (Windows and Mac OS – good level)
- Python (basic level) Visual Basic 6.0, Database Development, Visual C++ (basic level), Macromedia Flash and Director (with Lingo support – experienced level) (Win and Mac OS)
- Flash animation and scripting – (very good level)
- Linux/Unix command line and basic configuration, Perl
- Network TCP/IP configuration
- Internet and web design softwares (Dreamweaver) with HTML and Javascript (advanced level)

Skills - Technical and drawing knowledges

- 3D modelling, texturing, lighting and rendering techniques, using raytracing, radiosity, with mentalray, V-ray and other commercial renderers and softwares.
- Digital 2D/3D painting. Solid understanding of colour theory, principles of film negative and colorspace, LUT's and their digital equivalent (i.e. bitdepth, log vs. lin, etc.)
- Compositing and video editing
- Directing and VFX techniques
- Technical knowledge of photography and practical lighting
- Software development
- Internet and web development

- Classical 2D/3D animation, in-between and sketch
- Comics drawing and inking
- Basic knowledge of paint techniques with traditional media

Interests

Film & Film Facts/History
Music (I sing and play piano)
Comic Books
Science Fiction
Technology

Languages

Italian mother language
English very good *spoken and written*

References

Available upon request or on my personal website www.valeriooss.com

IMDb: <http://www.imdb.com/name/nm3645361/>

Linkedin: <http://www.linkedin.com/in/valeriooss>

Twitter: <http://twitter.com/ossvale>

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