

Daniele Federico

Animation Tool Developer / Pipeline TD
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WORK EXPERIENCE

Framestore © (London) (October 2010 - Present)

Working on: “47 Ronin”, “Gravity”

Worked on: “Harry Potter 7”, “Captain America”, “Tinker Tailor Soldier Spy”

Job: Core Pipeline Developer / Pipeline TD

Development: Core pipeline software development; Nuke tools; Asset publishing tools; Silhouette tools; Plates generation tools; tools for speeding up artists workflow.

Dr.D Studios © (Sydney) (January 2010 - August 2010)

Worked on: “Happy Feet 2”

Job: Animation tools developer, pipeline TD

Development: Tool for sharing animation data between crowd dept and animators; Tools for improving animation workflow; animation pipeline development

Moving Picture Company © (London) (July 2007 - August 2009)

Worked on: “The Chronicles of Narnia: prince Caspian”, “Harry Potter and the half blood prince”, “GI-Joe: Dark sky”, “Wolfman”, “Prince of Persia”, “Clash of Titans”

Job: Animation tools developer / Pipeline TD

Development: Asset management for animation pipeline; warping animation space tool; layers animation system; MPC internal animation system; spline IK algorithm; PyQt framework; maya manipulators.

Digi-guys © (London) (January 2007 - June 2007)

Worked on: “Wardevil” (PS3 Game).

Job: Tools developer.

Development: System for animation retargeting; plug-in for geometry cache; importer/exporter for the internal file formats.

Rainbow CGI © (Rome) (May 2006 - December 2006)

Worked on: “Winx - the movie”.

Job: Pipeline TD / Tools developer / rigger.

Development: Tool for managing facial expression rigs based on stop-staring theory; flocking system.

Arestech s.r.l. © (Rome) (June 2005 - March 2006)

Job: Tools developer / rigger.

Development: procedural character setup; modelling tools; morph mixer (unlinear and temporised morphs).

Digitrace Tek © (Rome) (January 2005 - June 2005)

Six months internship at Digitrace studio. I worked on “La storia di Leo” movie and an advertisement short for Ferrero s.p.a.

Job: Tools developer / rigger / lighter.

Development: Tools for speeding up the lighting and animation workflows.

PUBLICATIONS

SIGGRAPH 2010 © Research posters

Title: Warping the space around an animated object

Contributors: Daniele Federico, Damien Fagnou, Tom Reed

EDUCATION

Bachelor degree in Computer Science Engineering, University of Bologna, Italy (December 2004).

The thesis was developed at Digitrace studios in Rome.

OTHERS

Volunteering service at San Rafael Foundation (Asuncion - Paraguay) (November 2009 - December 2009)

Volunteering service helping with children and old people.

PROGRAMMING SKILLS

Python

PyQt

C++

Maya API

Mel

Nuke (python)

Silhouette (python)

XSI SDK

Lightwave SDK

Messiah SDK

GRAPHIC PROGRAMS

Maya (User)

Lightwave 3D (User)

Photoshop (User)

Nuke (Intermediate)

Silhouette (Intermediate)

XSI (Intermediate)

Metafuze (Intermediate)

Mocha (Intermediate)

Adobe Premiere and Adobe After Effect (User)