

# Daniele Federico

Animation Tool Developer / Pipeline TD

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## EDUCATION

**Bachelor degree in Computer Science Engineering**, University of Bologna, Italy ( December 2004 )  
The thesis was developed at Digitrace studios in Rome.

## PUBLICATIONS

**SIGGRAPH 2010 © Research posters**

Title: Warping the space around an animated object

Contributors: Daniele Federico, Damien Fagnou, Tom Reed

## WORK EXPERIENCE

**Framestore © (London) (October 2010 - Present)**

Working on: 47 Ronin

Worked on: "Harry Potter 7", "Captain America", "Tinker Tale Soldier Spy"

Job: Pipeline TD

Development: Nuke tools; Asset publishing tools; Silhouette tools; Metafuzze integration; 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

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

Volunteering service helping with children and old people.

**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.

## **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)

XSI (Intermediate)

Silhouette (Intermediate)

Nuke (Intermediate)

Metafuzze (Intermediate)

Mocha (Intermediate)

Adobe Premiere and Adobe After Effect (User)