



Michele Mennonna.

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Looking for a position as

Junior Rigger

WORK EXPERIENCE

Junior Houdini Artist (VFX Artist)

Rainbow CGI

February 2016 - April 2016 | Rome, Italy

Responsabilities: Developing visual effects for movies and commercials with sideFX's Houdini, also involved in some projects as a 3D generalist using Maya and Houdini.

Aeon VR videogame demo

View Conference

January 2016 - July 2016

Rome, Italy.

Final thesis project at IED committed by View Conference.

Responsabilities: Working as a 3D generalist with Rigging as main responsibility and leading a team composed by four 3D artists as TD.

Spot for Legambiente

Legambiente

2015

Rome, Italy.

Student project at IED.

Responsabilities: Working on the production of a 40 seconds full CGI cartoon spot in a team composed of two 3D artists.

Main Softwares

Maya

Houdini

Main Skills

Rigging

scripting(Python, Mel)

Profile

Teamwork oriented

Loving CGI since early ages

Constantly improving

Personal Interests

Sport

Technology

EDUCATION

Degree Certificate in CG Animation

Grade: 110 Cum Laude

IED, Via Alcamo 11, Rome - Italy 00182

High School Diploma: Second Level College of Science

Istituto S. Leone Magno, Piazza di Santa Costanza 1,

Rome - Italy 00198