



# ANDREA GEREMIA

VFX COMPOSITOR

andrea.geremia89@gmail.com

+39 339 60 20 474

www.andreageremia.it

Turin, Italy

## SOCIAL

- linkedin.com/in/andreageremia
- Andrea Geremia
- vimeo.com/andreageremia
- andrea.geremia89
- fb/andrea.geremia.9

## SOFTWARE

- Nuke
- Mocha Pro
- Silhouette FX
- Maya
- Houdini
- 3DEqualizer
- Adobe Premiere
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator

## CODING

- Python
- Java
- C++ / Objective-C
- HTML
- CSS
- MySQL

## WORK EXPERIENCE

JAN 2018

### VFX JUNIOR COMPOSITOR

TRIXTER, Munich (Germany) | January 2018 - present

TRIXTER

Captain Marvel (2019)	feature film	JR. COMPOSITOR
Lost in Space (2018)	Netflix series	JR. COMPOSITOR
Hinterland (2018)	test for feature film	JR. COMPOSITOR
HFF (2018)	short film	PAINT

SEP 2017

### VFX JUNIOR COMPOSITOR / RENDER WRANGLER

TRIXTER, Munich (Germany) | September 2017 - December 2017 (3 months)

TRIXTER

Black Panther (2019)	feature film	ROTO / RENDER W.
Thor: Ragnarok (2018)	feature film	RENDER WRANGLER
Jim Button and Luke the... (2019)	feature film	RENDER WRANGLER

MAR 2017

### VFX COMPOSITOR

Artuniverse, Ivrea (Italy) | March 2017 - April 2017 (1 month)

ARTUNIVERSE

Creators - The Past (2018)	feature film	COMPOSITOR
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SEP 2016

### VFX COMPOSITOR / 3D GENERALIST

Giant Flick Films, Los Angeles (USA) - remote | September 2016 - present



Alpha - The Awakening (2018)	feature film	COMPOSITOR
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JUL 2016

### VFX COMPOSITOR

Animoka, Turin (Italy) | July 2016 - September 2016 (3 months)

ANIMOKA  
CREATIVE PEARLS

PAT - The dog (2017)	animated TV-series	COMPOSITOR
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## EDUCATION

2015

### POSTGRADUATE MASTER'S DEGREE IN VFX AND 3D

iMasterArt, Milan/Turin (Italy) | September 2015 - June 2017



2011

### MASTER'S DEGREE IN CINEMA AND MEDIA ENGINEERING

Politecnico of Turin, Turin (Italy) | December 2011 - July 2014 | 107/110



2008

### BACHELOR DEGREE IN CINEMA AND MEDIA ENGINEERING

Politecnico of Turin, Turin (Italy) | September 2008 - December 2011 | 110/110



2003

### DIPLOMA IN COMPUTER SCIENCE

ITI E. Majorana, Grugliasco (Italy) | 2003 - 2008 | 100/100



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## SOFTWARE

- Nuke**
- Mocha Pro**
- Silhouette FX**
- Maya**
- Houdini**
- 3DE** 3DEqualizer
- Pr** Adobe Premiere
- Ae** Adobe After Effects
- Ps** Adobe Photoshop
- Ai** Adobe Illustrator

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- CSS**
- MySQL**

## SKILLS & COMPETENCES

### COMPOSITING

- Compositing 2D and 3D elements
- CG Multi-Pass Compositing
- Clean Plates
- Paint / Roto
- 3D Projection
- Compositing 2.5 and Relight
- Tracking 2D and 3D
- Builds clean and efficient scripts
- Gizmo development
- **Scripting:** Python, PySide, TCL
- **Math and Expressions** applied in the VFX field.
- Knowledge in photography and critical eye for details

### 3D & VFX GENERALIST

- Modeling and Texturing (*Autodesk Maya and Blender*)
- Basic FX in *Maya* and *Houdini*
- Rigging: experience with rig and compiling plugins
- Lighting and Rendering (experience with *Arnold* and *RenderMan*)
- Matchmoving (*3DEqualizer, Mocha Pro, Boujou, PFTrack*)
- Editing and Grading (*Adobe Premiere Pro, Nuke Studio*)
- Pipeline: experience with *Tractor, RV*

### TECHNICAL SKILLS

- Professional experiences with programming languages.
- Competence with all operative systems (*Linux, Mac OS, Windows*)

### PERSONAL SKILLS

- Teamwork
- Multitasking
- Openness to new ideas
- Organisation

## PUBLICATIONS

Gizmo on Nukepedia

15

Tutorial

12

3D Artist Italy

1

Scripting for Riggers in Maya

4

## CURRENT LOCATION



## INTERESTS

