

# Daniele Scialdone

Compositor

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## CAREER OBJECTIVE

| To increase my professional skills in the Visual Effects industry.

## SKILLS

**Nuke X** – (2D/3D Compositing, Keying, CG Integration, Set Extension, Rotoscoping, Paint out)

**Silhouette FX** – (Rotoscoping, 2D tracking)

**Mocha** – (Planar tracking)

**Photoshop** – (Digital Painting)

**Shotgun** – (Project Management)

**Maya** – (Basic modelling, UV Unwrapping, Shading, Lighting, Multi-Pass Rendering)

**PFTTrack** – (Matchmoving, Geometry Tracking)

## EXPERIENCE

**Scanline VFX** (Vancouver, Canada) (April 2019 - Present)  
Compositor

**Method Studios** (Vancouver, Canada) (April 2019 - August 2019)  
Compositor

**MPC** (Vancouver, Canada) (August 2018 - August 2019)  
Compositor

**Zoic Studios** (Vancouver, Canada) (February 2017 – August 2018)  
Compositor

**Zoic Studios** (Vancouver, Canada) (August 2014 – January 2017)  
Roto/Paint Artist

**Channel24** (Milan, Italy) (2011 - 2012)  
Lead Video Editor / Motion Graphic Artist

## EDUCATION

**Lost Boys | School Of Visual Effects** (Vancouver, BC, Canada) (Graduated 2014)  
Advanced Visual Effects Production Diploma

**Accademia Nazionale del Cinema di Bologna** (Bologna, Italy) (Graduated 2013)  
Photographic and Film/Video Technician and Assistant

**Accademia dello Spettacolo** (Milan, Italy) (Graduated 2012)  
Non-Linear Video Editing AVID