

FRANCESCO GIROLDINI

Lighting & Compositing

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EXPERIENCE

Dreamworks Animation, Glendale, CA - *Lighting / Compositing Lead*

2018 -PRESENT

- Light Setup on **Croods 2, Trolls 2** and **Abominable**.
- Light Setup on **How to Train your Dragon: The Hidden world**.

Blue Sky Studios, Greenwich, CT - *Lighting / Compositing TD / Look Development*

2013 -2018

- Look Development on **Nimona**.
- Collaborated on a VR project in **Unreal Engine** featuring some of Blue Sky Studios' IP's.
- Light Setup on selected sequences of **Ferdinand, Ice Age 5** and **The Peanuts Movie**.
- Lighting/Compositing on **Ferdinand, Ice Age 5, The Peanuts Movie**, and **Rio 2**.

Dreamworks Animation, Redwood City, CA - *Lighting / Compositing TD*

2010 - 2013

- Light Setup on selected sequences of **Peabody and Sherman** and **Rise of the Guardians**.
- Lighting/Compositing on **Madagascar 3, Puss in Boots, Kung Fu Panda 2** and **Megamind**.

Pixar Animation Studios, Emeryville, CA - *Lighting / Compositing TD Intern*

2009

- Lighting/Compositing trainee under the supervision of **Jean Claude Kalache**.
- Lighting/Compositing on the trailer for **Toy Story** and **Toy Story 2** in 3D .

EDUCATION

RCAD, Sarasota, FL - *Bachelor of Fine Arts in Computer Animation , May 2010.*

2006-2010.

PROFICIENCIES

- Maya, Houdini, Katana, Nuke, Photoshop, After Effects, Mari, Substance Designer, Unreal Engine.
- Python, Actionscript, MEL, CSS, HTML.
- Windows, Linux and OSX.
- English, Italian and French.