

FRANCESCO GIROLDINI

LIGHTING/COMPOSITING

Los Angeles, CA
(415) 768-9581
giroldini@gmail.com

EXPERIENCE

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

2018 -PRESENT

- Multi-Shot Workflow Development for **Nuke**
- Gizmo Development for **Nuke**
- Light Setup on **Bad Guys, Boss Baby 2, 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

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

2010 - 2013

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

2009

EDUCATION

RCAD, Sarasota, FL - *BFA in Computer Animation , May 2010.* 2006-2010

PROFICIENCIES

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