

Franco Pizzani

HOUDINI FX TD | LIGHTING TD

Vancouver, Canada

www.francofx.com

franco@francofx.com

+1 (604)-338-9773

HOUDINI



Simulation.
Proceduralism.

KATANA



Lighting, Rendering.
Arnold, Renderman.

NUKE



Animation Lighting Pipeline.
Subtraction Compositing.

Job History & Education

Technical Artist

June 2020 - Current. *Applied Intuition.*

FX TD

March 2020 - May 2020. *Method Studios.* Vancouver, Canada.

Thunder Force

Lost Boys | School of VFX

2019-2020. Vancouver, Canada.

FX Technical Director Diploma (Houdini).

Lost Boys | School of VFX

2018. Vancouver, Canada.

Lighting Technical Director Certificate (Katana).

3D Artist

2015-2018. *elite3d.* Valencia, Spain.

Call of Duty: Black Ops 4 - Photogrammetry

Call of Duty: WWII - Game Props and Photogrammetry

Call of Duty: Infinite Warfare - Game Props

HITMAN 2 - Environment Art

OVERKILL's The Walking Dead - Environment Art

CPA Salduie

2014-2015. Ibiza, Spain.

Game Development Diploma.

Computer Technician

2010-2014. Ibiza, Spain.

Installation, configuration and maintenance of CCTV systems.

Vocational Studies

2007-2009. Ibiza, Spain.

Computer Systems Administration Diploma.

Languages

English

Spanish

Portuguese

Interests

Motorcycles

Science Fiction

Soccer

Skills

- HOUDINI

VEX, RBD, PYRO, FLIP, Crowds, Vellum.

Procedural Geometry and Shading.

Lighting and Rendering with Mantra and Redshift.

- LIGHTING

Katana lighting and rendering pipeline with Arnold and Renderman.

Maya lighting and rendering with V-Ray.

- 3D GAME ART

High polygon modeling, digital sculpting.

Low polygon modeling, retopology.

UVs, baking and texturing.

PBR workflow.

- 3D SCANNING

Scan capture and processing using photogrammetry.

In location and overseas data shooting experience.

- SOFTWARE

Houdini, Katana, Nuke.

3ds Max, Maya, ZBrush.

Substance Designer/Painter, Quixel Suite.

Agisoft Photoscan, Reality Capture.

UE4, Unity.

- ADDITIONAL SKILLS

Linux web server administration.

Linux workstation user.

Basic Python.