

CURRICULUM VITAE

Marco Carpagnano - 3d animator

Name: **MARCO CARPAGNANO**
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WORK EXPERIENCE

07/2009 – present
Company: Animal Logic – www.animallogic.com – Sydney, Australia
Job title: Senior animator
Project:
“Guardians of ga’hoole” (animated feature)

10/2007 – 06/2009
Company: Matitanimata - www.matitanimata.it - Rome, Italy
Job title: Animation Supervisor
Projects:
“Click & Kat” (tv series)
“YoYo” (tv series)
“Identitykids” (tv series)

06/2007 – 10/2007
Company: San Polo Formazione - www.sanpoloformazione.com – Rieti, Italy
Job title: 3d Animation teacher

09/2006 – 07/2007
Company: Moving Picture Company - www.moving-picture.com - London, UK
Job title: Senior animator
Project:
“10.000 BC”

04/2005 – 08/2006
Company: Peerless Camera Company - www.peerless.co.uk - London, UK
Job title: Senior animator
Projects:
“Casino Royale” (feature film)
“The Brothers Grimm” (feature film)
“The Legend of Zorro” (feature film)
“Flight Plan” (feature film)

09/2003 – 03/2005
Company: Digi-Guys - www.digi-guys.com - Pinewood Studios, London, UK
Job title: Animation supervisor
Projects:
“Charlie and the Chocolate Factory” (feature film)
“Wardevil” (videogame)

01/2003 – 08/2003
Company: Dreamlike Visions - www.dreamlikenet.com - Rome, Italy
Job title: Animation supervisor
Project:
“Tip of the Day” (tv series)

09/2002 – 06/2003 and 11/2001 – 05/2002
Company: RAI (Italian national television) - www.rai.it - Rome (Italy)
Job title: Animator

04/1999 – 05/2003

Company: DUCKCE - www.duckce.com - Rome, Italy

Job title: CG Supervisor

1998

Company: Computer Grafica (italian CG magazine) - www.imagonet.it - Rome, Italy

Job title: 3D Generalist

1998

Company: Starvideo (post-production company) - Rome, Italy

Job title: Traditional animator

1997 – 1998

Company: Graphilm (traditional animation studio) - www.graphilm.com - Rome (Italy)

Job title: Traditional animator, inbetweener

1996 – 1997

Company: Cartoon school (traditional animation studio) - Rome (Italy)

Job title: Traditional animator, inbetweener

EDUCATION

2007 - Life Drawing course - Central Saint Martins College, London (UK)

2004 – Maya character animation course – Escape Studios, London (UK)

1998 – Lightwave 3d course – Imago Edizioni, Rome (Italy)

1991 to 1995 – I attended the academy of cinema and television “R.Rossellini” in Rome (Italy) where I obtained the **professional certificate of traditional animator**.

SKILLS

- Strong knowledge of the animation softwares **MAYA** and **XSI**
- Strong knowledge of the principles of the animation and good hand drawing skills
- Good knowledge of the human and animal anatomy
- Modelling and rigging abilities and understanding of the entire production process
- Able to work under pressure and with tight deadline

HOBBIES

Free hand drawing - oil painting - playing african percussions – diving – windsurfing & surfing

REFERENCE

On request