

DIEGO AURELIANO GRIMALDI

grimaldi.diego@gmail.com | Los Angeles USA | US Resident | European

WORKING EXPERIENCE

- **Effects Animator – Walt Disney Animation** **Apr 2019 - Present**
RnD and FX for the films *Frozen 2*
- **FX Artist – Picture Shop Post** **Feb 2019-Apr 2019**
RnD and FX for the TV shows: *Charmed, Magnum PI, MacGyver, The Walking Dead*
- **FX TD – Sony Pictures Imageworks** **Jan 2018-Oct 2018**
RnD and FX for the films *Hotel Transylvania 3* and *Spider-Man:Into the Spider-Verse*
- **Freelance FX Supervisor – Artella** **Jan 2017-Sep 2018**
FX Supervising on short film *Thistle One*: leading the FX team and complete shots
- **FX TD – CoSA VFX** **Mar 2017-Nov 2017**
I helped building the Houdini pipeline and I completed a lot of FX shots on a tight deadline. I completed shots on the following TV Shows:
Gotham, Lucifer, The Walking Dead, Lethal Weapon, Outlander, The Last Ship and more
- **FX TD – Image Engine** **Aug 2016-Feb 2017**
RnD and FX shots for the movie *Logan*
- **Houdini FX TD - Double Negative** **Apr 2016-Aug 2016**
FX shots completion on *Star Trek Beyond*. Making Houdini tutorials on proprietary tools for RnD
- **Houdini FX TD - Trixter** **Feb 2016-Mar 2016**
Create, develop, and modify FX assets to complete shots on *Captain America: Civil War*.
- **Dynamics/FX TD - Double Negative** **Apr 2015-Feb 2016**
FX Look Development, Asset Creation, and shot tasks for feature film *The Huntsman*.
- **Dynamics/FX TD - MPC** **Nov 2014-Apr 2015**
Create FX rigs and setups FX shots for the movie *Fantastic 4* using Maya, Houdini and MPC proprietary software (Flowline, Kali).
- **FX TD - Zimmerman Advertising** **Sept 2014-Dec 2014**

Create snow, smoke, and particle simulations for car commercials.

- **FX Artist – Ingenuity Studio** **June 2014-Sept 2014**
RnD and shot completion of effects for feature film *The Final Girls*.
Develop volumetric effects, rigid body dynamics, liquids, procedural tools, and particle effects.
Work on commercials creating all sorts of FX of smoke, fur, particles, rigid bodies.
- **Dynamics/FX Artist - Ember Lab** **July 2013-May 2014**
Responsible for VFX shots from beginning to end, collecting actual footage, and integrating.
Assist on set VFX Supervision. Design and develop specific procedural tools for FX.
- **Dynamics/FX Intern - Zoic Studios** **Dec 2012-June 2013**
Complete VFX shots for such TV shows as *Once Upon a Time* and *True Blood*
Provide assistance to professional artists.

EDUCATION

- **California State University, Fullerton** **August 2011 – May 2014**
Bachelor of Fine Arts in Entertainment Arts/Animation
- **Santa Barbara City College** **January 2009 – May 2011**
CSU General Education Breadth with concentration in Animation

TECHNICAL EXPERIENCE / SKILLS

- Proficient with: **Houdini, Maya, RealFlow, Nuke, Premiere, Photoshop, After Effects**
- Working knowledge of: **Arnold, Katana, PRman, V-Ray, 3dsMax, FumeFX, Krakatoa, Shotgun, RV**
- Scripting Languages:
 - Intermediate: **Vex, HScript, Mel**
 - Beginner: **Python, C++**
- Comfortable with: **Linux, Windows, OSX**
- Fluent in: **English, Italian (Native)**

EXTRACURRICULAR / AWARDS

- **Emmy for Outstanding Visual Effects in a Supporting Role** **2017**
 - ❖ Award winner on the “Gotham” TV show
- **Olsen Scholarship – CSU Fullerton** **2013-2014**
 - ❖ Selected as a recipient of the Olsen Scholarship for outstanding portfolio

REFERENCES

- *Marlon West* - FX Sup Disney Animation: marlon.west@disneyanimation.com
- *Ben Fiske* - FX Lead Disney Animation: benjamin.fiske@gmail.com
- *Ian Farnsworth* - FX Supervisor Sony Imageworks: ian@fx-td.com
- *Patrick Witting* - FX Supervisor Sony Imageworks: pwitting@imageworks.com