

# DIEGO AURELIANO GRIMALDI

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

## WORKING EXPERIENCE

- **FX TD – BUCK** **March 2020-April 2020**  
FX Design and shot work on commercial
- **Senior FX Artist – FuseFX** **Jan 2020-March 2020**  
FX LookDev and shot work on a Netflix series
- **Senior FX Artist – Zoic Studios** **Nov 2019-Dec 2019**  
FX LookDev and shot work on *Arrow*, *Legends of Tomorrow*, *The Flash*
- **FX Artist – Frame 48** **Sept 2019-Nov 2019**  
FX LookDev and shot work for visual tour video for pop artist *Melanie Martinez*
- **Effects Animator – Walt Disney Animation** **Apr 2019-Sept 2019**  
RnD, LookDev and FX for the animated film *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 FX shots on a tight deadline. Worked on: *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*.
- **FX TD - Double Negative** **Apr 2015-Feb 2016**

FX Look Development, Asset Creation, and shot tasks for feature film *The Huntsman*.

- **FX TD - MPC** **Nov 2014-Apr 2015**  
Create FX rigs and setups FX shots for the movie *Fantastic 4*
- **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.
- **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.
- **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)**

## REFERENCES

- **Marlon West** - FX Sup Disney Animation: [marlon.west@disneyanimation.com](mailto:marlon.west@disneyanimation.com)
- **Ben Fiske** - FX Lead Disney Animation: [benjamin.fiske@gmail.com](mailto:benjamin.fiske@gmail.com)

## AWARDS

- ★ **Frozen II** - Best Effects in an Animated Feature -2020
- ★ **Spider-man: Into the Spider-Verse** - Oscar -2019
- ★ **Spider-man: Into the Spider-Verse** - Golden Globe - 2019