

# DIEGO AURELIANO GRIMALDI

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## WORKING EXPERIENCE

- **FX TD – Sony Pictures Imageworks** **Jan 2018- October 2018**  
RnD and FX for the films *Hotel Transylvania 3* and *Spider-Man:Into the Spider-Verse*
- **Freelance FX Supervisor – Artella** **Jan 2017- September 2018**  
FX Supervising on short film *Thistle One*: leading the FX team and complete shots
- **FX TD – CoSA VFX** **March 2017-November 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** **August 2016-February 2017**  
RnD and FX shots for the movie *Logan*
- **Houdini FX TD - Double Negative** **April 2016-August 2016**  
FX shots completion on *Star Trek Beyond*. Making Houdini tutorials on proprietary tools for RnD
- **Houdini FX TD - Trixter** **February 2016-March 2016**  
Create, develop, and modify FX assets to complete shots on *Captain America: Civil War*.
- **Dynamics/FX TD - Double Negative** **April 2015-February 2016**  
FX Look Development, Asset Creation, and shot tasks for feature film *The Huntsman*.
- **Dynamics/FX TD - MPC** **November 2014-April 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** **September 2014-December 2014**  
Create snow, smoke, and particle simulations for car commercials.
- **FX Artist – Ingenuity Studio** **June 2014-September 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** **December 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 recipient of the Olsen Scholarship for outstanding portfolio

## REFERENCES

- Ian Farnsworth - FX Supervisor Sony Imageworks: [ian@fx-td.com](mailto:ian@fx-td.com)
- Patrick Witting - FX Supervisor Sony Imageworks: [pwitting@imageworks.com](mailto:pwitting@imageworks.com)
- Denys Shchukin - FX Supervisor Image Engine: [denyss@image-engine.com](mailto:denyss@image-engine.com)