

Valerio Oss – Digital Composer RESUME - CURRICULUM VITAE

Summary

Freelance Digital Composer & Visual FX Artist, with great experience as a 3D generalist and animator, always looking to improve skills and face challenges working on feature film, broadcast, and commercial projects. Also with experience as director of short films, works effectively within any budget and is accustomed to tight deadlines. Excellent at taking direction and managing a project from concept to execution. Always available to transfer to any location

Born in Trento (Italy) on January 3rd, 1965

Education

1980-1984	high school "liceo scientifico L.Da Vinci" in Trento; in 1984 obtained his diploma with full marks (60/60).
1986-1987	two years of specialization in Mathematics and Physics at the University of Trento.
1988-1991	"Scuola del Fumetto" (school of comics) and the "CTC - centro di formazione professionale per la tecnica cinetelvisiva, sezione cartone animato" (school of cinema, cartoon section) in Milan, experiencing in classical animation techniques, filmmaking and directing, and comic books.
2008	advanced VFX course (Shake) in the US with master compositor Steve Wright
2008-2009	fxphd online courses - US/Australia – Advanced Nuke, Shake, Stereoscopy, RED production, Digital Colour Theory, Realfow, PFTrack
2009	SphereVFX – Matt Leonard personal training with Nuke “Nuke in production” - UK
2009	Escape Studios – Visual FX course - UK

Work experience

2011	Visual Effects supervisor on Cinzia Angelini's short film “Mila”.
2011	compositor and VFX artist at UnionVFX, London - UK working on the feature film “Harry Potter and the deathly hallows – part 2” directed by David Yates.
2010	compositor and VFX artist at UnionVFX, London - UK working on the feature film “127 Hours” directed by the Academy Award winner director Danny Boyle.
2010-2011	director and VFX supervisor of a new history/educational live action/cartoon series for Italian television
2009-2010	compositor and visual FX supervisor for the promo and trailer of the feature film “the Forgotten King” by Tigris Productions (UK)
2009	compositor and visual FX artist for the Belgian feature film “Reiki” for Dream Journey Studios
2009	director and compositor for a series of 8 animated cartoons about immigration, produced by Cinformi Italy
2009	compositor in the film documentary “Manci” directed by Katia Bernardi, for RAI television
2008	compositor, animator and visual effects supervisor for the commercial “la Trentina”, for Sky television Italy.
2007-2009	director of three short animation films “Civilino e il terremoto” (Civilino and the earthquake) and “Civilino e l'alluvione” (Civilino and the flood), “Civilino e l'incendio” (Civilino and the fire) . Also animator, lighter and compositor.

2006	creator, director and compositor of the production of the educational animated series "Dr.Bombonico's Looney Laws of physics" (www.looneylaws.it), a 26 episodes 3D animated series to teach physics and sciences to children, in co-production with Cinegroupe Canada (Montreal).
2005	compositor and 2D/3D animator for the titles sequence of the feature documentary "Zum Tode" for Italian RAI television, directed by Katia Bernardi.
2000	shifts his interest and knowledges towards compositing and 3D graphic design and animation. Compositor with Combustion and Shake for the videogame The Ghost Dynasty, Topware production
1995 - present	for about 15 years he has been director, animator and graphic artist for his own company, Pixel Cartoon (www.pixelcartoon.it), doing works such as 3D animation, animations and comics for Walt Disney Company Italia, videogames production, software development, video editing and compositing.
1994-1996	cover artist for Marvel Comics – doing digital compositing of comic book images and 3D rendered backgrounds.
1992-1994	3 years collaboration with "Bozzetto Produzione Film" in Milan (Italy), one of the best animation production companies in Italy, starting as an in-betweenner, then as an assistant animator for commercials.
1991-1992	freelance programmer for University of Trento (dept.of Physics)

Teacher experience

1992-1993	art director and computer graphic visual effects supervisor (with Cubicomp PictureMaker and Vertigo softwares) in a video course in comic drawing and cartoons (30 lessons of 30 minutes each) for one of the most important Italian publishers and producers, DeAgostini of Novara
1993-1996	teacher in classical animation techniques at the ENDFORM professional school in Genova (Italy), in a European Economic Community course
1998-present	teacher in basic and advanced level courses on PC hardware and software, Windows operating systems and networks, Internet and web design, ECDL (European Computer Driving Licence), computer graphics (Photoshop, compositing and 3DStudio MAX courses) and animation.

Skills - Software knowledge

- The Foundry Nuke X (any OS – experienced level)
- Apple Shake (very good experience)
- Autodesk Combustion (very good experience)
- Autodesk 3D Studio MAX (Windows OS – experienced level)
- Autodesk Maya (Windows systems – basic level)
- PFTrack and Boujou (3D tracking) – advanced level
- Adobe Premiere PRO and AVID (Windows and Mac OS - experienced level)
- Adobe Photoshop (any version)/Corel Painter and 3D paint softwares (Win and Mac OS – experienced level)
- Adobe Flash and 2D animation
- Adobe Illustrator (Windows and Mac OS – good level)
- Python (basic level) Visual Basic 6.0, Database Development, Visual C++ (basic level), Macromedia Flash and Director (with Lingo support – experienced level) (Win and Mac OS)
- Flash animation and scripting – (very good level)
- Linux/Unix command line and basic configuration, Perl
- Network TCP/IP configuration
- Internet and web design softwares (Dreamweaver) with HTML and Javascript (advanced level)

Skills - Technical and drawing knowledges

- 3D modelling, texturing, lighting and rendering techniques, using raytracing, radiosity, with mentalray, V-ray and other commercial renderers and softwares.
 - Digital 2D/3D painting. Solid understanding of colour theory, principles of film negative and colorspace, LUT's and their digital equivalent (i.e. bitdepth, log vs. lin, etc.)
 - Compositing and video editing
 - Directing and VFX techniques
 - Technical knowledge of photography and practical lighting
 - Software development
 - Internet and web development
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- Classical 2D/3D animation, in-between and sketch
 - Comics drawing and inking
 - Basic knowledge of paint techniques with traditional media

Interests

Film & Film Facts/History
Music (I sing and play piano)
Comic Books
Science Fiction
Technology

Languages

Italian mother language
English very good *spoken and written*

References

Available upon request or on my personal website www.valeriooss.com

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