

Name: Luigi
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Education

2011-Today Mediadesign Hochschule Berlin University
 Faculty: Digital Film Design – 6. Semester
 Specialization: Lighting and Rendering
 2005-2010 Art University Kunsthochschule Berlin Weißensee,
 September 2010 Graduated in the faculty of sculpture
 2000-2004 Secondary school of art „L. B. Alberti“ in Florence (Italy)

Projects

Januar – März 2013 „I am light“ Shortfilmproject. Tasks: co-production supervisor,
 pipelining, renderfarm manager and support, modeling, ccripting, lighting,
 tendering, compositing.
 October – November 2012 Article for the Digital Production about the Production of “My Piano”
 April – September 2012 “My Piano” Music Video Production for Marc Miroir and Bondage Music in
 Co-Production with Stargate Studios Babelsberg.
Tasks: preproduction supervisor, set supervisor, lighting director on set,
 CG-production supervisor, CG-lighting and lighting coordinator,
 rendering, renderfarm manager and support, post production supervisor,
 pre-compositing.
 January – March 2012 3D Commercial movie „Deine Idee, deine Zukunft“ for EFRE (Europäischen
 Fond für Regionale Entwicklung).
Tasks: production supervisor and director, story-boarding and concept art,
 shading, rigging, lighting, rendering and music.

Mai 2012

3D logo for the web page of MTP (Marketing zwischen Theorie und Praxis e.V.). Tasks: entire CG-production.

June-September 2011

3D Solo-Project "Frank". Tasks: entire CG-production.

16. July 2010 – 25. July 2010

Art exhibition of graduated students „Test“ in Berlin

September 2007

Photo exhibition "Luce, Movimento e Pixel" in the Badia Fiorentina in Florence (Italy)

Professional experience

October 2010 – Sept. 2012

Customer service and web designer in the company XXLPIX GmbH

July 2011 – September 2012

Web developer and web consultant for the Anti-Graffiti-Verein Berlin

February 2011 – June 2011

Web developer for the company Rafael Hohlfeld Metallgestaltung

November 2009 – June 2010

Internship and assistance in the company Rafael Hohlfeld Metallgestaltung

April 2005 – October 2009

Call agent for marketing and distribution on the Italian market for the company "GreenLine Deutschland", later employer in the administration (department of confirmation on the Italian and German market, customer service for the Italian market, selection and training of the new call agents, web -and graphic designer of the subsidiary company United.Color.Factory)

April – October 2006

Student assistant at the Art University Kunsthochschule Berlin Weißensee

Other professional experience and exhibitions

February 2005-April 2005

Internship in the advertising agency „Sigma 21“ in Berlin

June 2004

Attendance with own art works and coordination of the exhibition „L. B. Alberti make sculpture“ (Florence)

September 2002

Attendance with own art works and coordination of the exhibition „Il sole di Gio' Pomodoro“ (Florence)

February 1999

School internship in Schramm's Graphic Design Studio & Media Art

Languages

English:

good

German:

mother language

Italian:

mother language

LUIGI PISCIOTTA

CG-ARTIST
LIGHTING & RENDERING

3D Skills

Concept art:

Modeling:

Rigging:

Texturing:

Animation:

Shading:

Lighting:

Rendering:



Storyboarding:

Matte Painting:

Pipeline/Programming (MEL):

Production Coordination:

Matchmoving:

Compositing 2D/3D:

VFX Production:

FX:

Software

Maya:

3ds Max:

Mudbox:

Mental Ray:

V-Ray:

Backburner:

Realflow:

Matchmover:

Fusion:

Nuke X:

Photoshop:

After Effects:

Premiere Pro:

AVID:

Luigi Pisciotta, April 2013

