

# ANDREA UMBERTO ORIGLIA

Cg Supervisor - Cg Lead - Senior Cg  
Generalist

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Links:

- [SHOWREEL](#) ( Password: demasi89 )
- [LINKEDIN](#)
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- [PERSONAL WEBSITE](#)
- [COMPANY WEBSITE](#)

## SOFT SKILLS

Nurturing my self-awareness, I derive satisfaction from aiding others in reaching their objectives, whether through mentorship or as part of a team. I strive to guide with a blend of compassion and optimism, coupled with steadfast and meticulous organization, all while fostering a culture of positive learning.

## TECHNICAL SKILLS

Problem-solving is almost an obsession for me; I easily adapt to industry changes driven by advancing technology. I relish learning new things and gaining a comprehensive understanding of the company's pipeline. Where it falls short, I write tools in Python and Houdini to facilitate teamwork.

## SOFTWARES

Houdini Solaris with Karma, Vray and Arnold. Deep knowledge of Maya and Raytracing. Experienced also in Substance Painter/Designer, Mari, Zbrush, Mudbox, 3D Equalizer. Essential knowledge in Photoshop, Nuke and After Effects.

## INTERESTS

My interests align quite well with my job. I'm a cinema enthusiast and love directing my own films. That's why I founded a small independent film production company.

## Career History

Cg Supervisor - Cg Lead

### Goodbye Kansas Studios

September 2022 - September 2023 | London, UK ( Remote )

- I've been CG Supervisor of several projects, leveraging my extensive experience across various sectors to assist both the art and leadership departments during challenging times.

Cg Lead - Lighting

### Jellyfish Pictures

September 2021 - July 2022 | London, UK ( Remote )

- As a Cg Lead, I contributed to various projects, focusing my skills on the lighting and look development phase, as well as deepening my knowledge of creatures. I provided support as a lighting artist for several projects.

Cg Lighting Lead - Senior Cg Generalist

### Goodbye Kansas Studios

Sept. 2020 - July 2021 | London, UK & Stockholm SWE ( Remote )

- I have worked in both studios. In London, I served as a Senior Generalist, building assets independently from modeling to look development, also taking care of lighting and rendering. In Stockholm, I worked as a CG Lighting Lead on a cinematic project.

Cg Supervisor

### Axis Studios

Sept. 2019 - June 2020 | Bristol, UK

- As a Cg Supervisor, I worked on various projects and developed the pipeline for creatures and layout. I also mentored artists, motivating them and fostering a cohesive team. One of the most fulfilling aspects of this job was taking on the responsibility of supervising a CG monkey for a test sequence, where the character played a central role as the protagonist. It was challenging, but in the end, the company got the job.

Cg Lead - Cg Generalist - Matchmove

### One Of Us

March 2015 - July 2019 | London, UK

- I started at this company as a Matchmove Artist, and with ambition and dedication, I quickly progressed to the role of CG Generalist. In 2018, I transitioned to a leadership position. Throughout my career at One Of us, I passionately contributed to a total of 25 projects.

Cg Generalist - Matchmove

### This is Ground Control

Dec 2014 - March 2015 | London, UK

Filmmaker - Visual Effects Artist

### Cinecittà Digital Factory S.r.l.

December 2012 - October 2015 | Rome, IT

Filmmaker - Visual Effects Artist

### Associazione Culturale Altroquando

July 2010 - October 2011 | Rome, IT