

ANDREA UMBERTO ORIGLIA

CG Supervisor – Senior CG Artist

Email:

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Links:

[Showreel](#)

[Linkedin](#)

[Imdb](#)

[Website](#)

SUMMARY:

CG Artist and Supervisor with over 10 years of experience and a background in filmmaking. Comfortable handling complex technical tasks, with a strong focus on teamwork and clear communication between departments. Recognized for versatility across many tools and disciplines, with the aim of driving projects forward through a broad, flexible skill set rather than narrow specialization.

SOFTWARES:

Experienced with Houdini Solaris (Karma, V-Ray, Arnold) and with deep knowledge of Maya and ray tracing. Also skilled in Substance Painter/Designer, Mari, ZBrush, Mudbox, and 3D Equalizer. Proficient in Python and MEL scripting, with additional knowledge of Photoshop, Nuke, and After Effects.

WORK EXPERIENCE:

PIXOMONDO – CG Supervisor

Stuttgart, Baden-Württemberg, Germany – December 2024 – August 2025

As CG Supervisor on Woodwalker 2, I put all my energy into tackling complex technical challenges and bringing the 3D departments together. My focus was on making the integration of 3D characters with their environments as smooth as possible, keeping the project on track despite its demanding nature.

1920– Senior CG Artist

Bristol, UK – September 2024 – December 2024

Contributed to Wake Up for Xbox, directed by David Fincher, focusing on environment creation from 3D concept to final. Worked on modelling, shading, and lighting in Houdini with USD Solaris and Karma..

PIXOMONDO – CG Lead

Stuttgart, Baden-Württemberg, Germany – January 2024 – July 2024

Led the 3D lighting department on a feature film, coordinating the team and supporting the Houdini/Solaris pipeline. Contributed to workflow tools and helped artists transition from Maya to Houdini.

GOODBYE KANSAS STUDIOS – CG Supervisor & Cg Lead

London UK – September 2022 – October 2023

Worked as CG Supervisor and CG Lead on several projects, supporting both artistic and technical departments through different production challenges.

Projects:

- Trigger Point (CG Supervisor)*
- One Piece (Lighting)*
- Doctor Who (CG Lead, Rigging, Lookdev)*
- Full Monty (CG Supervisor)*

JELLYFISH PICTURES – CG Lead & Lighting

London UK – September 2022 – October 2023

As CG Lead – Lighting, I led lighting and look development on high-profile productions, while deepening my expertise in creature workflows. I also contributed hands-on as a lighting artist, supporting the team on demanding sequences.

Projects:

- The Nevers (CG Lead)*
- Stranger Things 4 (CG Lighting Lead)*
- The Book of Boba Fett (Lighting)*

GOODBYE KANSAS STUDIOS – CG Supervisor & Cg Lead

London UK & Stockholm Sweden – September 2020 – July 2021

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.

Axis Studios – CG Supervisor

Bristol UK – September 2019 – June 2020

I was responsible for supervising artists across different levels and disciplines, while driving pipeline research and development. I created custom tools in Python and MEL to improve workflows, and mentored junior to mid-level generalists, ensuring both artistic quality and technical efficiency throughout production.

ONE OF US – CG Lead & Senior Cg Artist

London UK – March 2015 – August 2019

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.

Projects:

CG Lead / Senior CG Generalist – The Crown Season 3 (2019)

CG Generalist (Rigging – Lighting – Tools for Maya) –The OA Season 2 (Tv Series) (2019)

CG Lead – Tolkien (2018)

CG Lead / CG Generalist – The Alienist (Tv Series) (2018)

CG Lead / CG Generalist – Jurassic World 2 (2018)

Lead Rigging / Lookdev / Lighting – A Wrinkle in Time (2018)

Rigging TD –Star Wars – The Last Jedi

CG Lead/ 3d Generalist / Lighting / Crowd Sim. – The Current War (2017)

Rigging – FX – The Crown II (2017)

Rigging / Animation / Technical Animation / Scripting / Lighting – King Arthur, Legend of the Sword

Rigging / Animation / Rendering / LookDev / Lighting – Assassin's Creed 2016

Rigging / Animation – Tini 2016

3D Generalist / MEL Scripting / Matchmove / Layout / Rigging / Animation – The Crown 2016 (TV Series)

3D Generalist / Rigging / MEL Scripting / Matchmove / Animation / Layout. – Tim Burton – The Home for Peculiar Children

Lookdev / Animation / Rigging / Scripting / Creature. – Jonathan Glazer – Channel 4 Brand Identity

Matchmover / Layout / Rigging – Terminator Genisys

Matchmover / Layout / Rigging – The Revenant

Matchmover / Layout / Rigging – The Legend of Tarzan

Matchmover / Layout / Rigging – Out Kind of traitor

Ground Control – CG Artist & Matchmove

London UK – December 2014 – March 2015

Universita' Telematica Internazionale Uninettuno – Filmmaker & VFX Artist

Rome Italy – December 2012 – February 2013

Cinecitta' Digital Factory S.r.l – Filmmaker & VFX Artist

Rome Italy – July 2011 – January 2014

Education:

Escape Studios – Advanced course for 3d Visual Effects, Cgi

London UK – 2013 – 2014

Completed the program with a focus on collaborative work, contributing to the student showreel projects. Took part in all stages of production, including matchmoving, modeling, texturing, fur, rigging, lighting, rendering, and compositing..

ACT Multimedia – Film and Television Academy

Rome Italy – 2010 – 2012

Focused on filmmaking and film directing, with additional training in videomaking and acting for cinema and television.

Honor and Awards:

Alternative Film Festival – Nominee, Best Drama Short (Tracce sulla cenere, 2018)

Accolade Competition – Winner, Award of Merit, Best Short (Tracce sulla cenere, 2018)

Accolade Competition – Winner, Award of Merit, Web Series (Neko, 2017)

International Monthly Film Festival – Winner, Best Thriller Short (Tracce sulla cenere, 2018)

Five Continents International Film Festival – Winner, Best Thriller Short Film (Tracce sulla cenere, 2018)

The Monkey Bread Tree Film Awards – Nominee, Best Short Film under \$5,000 (1945, 2021)

The Monkey Bread Tree Film Awards – Nominee, Best Directing (Tracce sulla cenere, 2018)

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 (Aeonhearth Pictures , [Website Link](#))