

Giorgio Bertolone

#304-1690 West 8th Ave
Vancouver, BC V6J 0B1

[Cell] 604 - 649 - 1637

www.giorgiobertolone.com
mail@giorgiobertolone.com

Work Experience

- From Nov 2011: Look Effects – Vancouver, Canada
to Present **Lead Creature Technical Director**
www.lookfx.com
- Warm Bodies
- From May 2011: Rainmaker Entertainment – Vancouver, Canada
to Nov 2011 **Lead Creature Technical Director**
www.rainmaker.com
- Escape from Planet Earth
- From Apr 2011: Rainmaker Entertainment – Vancouver, Canada
to May 2011 **Senior Creature Technical Director**
www.rainmaker.com
- Escape from Planet Earth
 - Reboot - The Upgrade
- From Nov 2010: Bardel Entertainment – Vancouver, Canada
to Dec 2010 **Rigging Technical Director**
www.bardel.ca
- Planet Sheen
- From Dec 2008: The Odyssey Visual Effects – Vancouver, Canada
to Oct 2010 **Supervisor - Rigging Technical Director**
www.theodysseyvfx.com
- Arctic Scramble
- From May 2008: Rainmaker Entertainment – Vancouver, Canada
to Oct 2008 **Creature Technical Director**
www.rainmaker.com
- Escape from Planet Earth
 - 50 Cent – Blood on the Sand
 - Ghostbusters

From Nov 2006:
to May 2008

Anthem Visual Effects – Vancouver, Canada
Lead Character Technical Director
www.anthemfx.com

- Journey to the Center of the Earth
- Sanctuary
- Tin Man
- Vipers

From Jan 2007:
to Aug 2007

Autodesk
Maya Beta Tester
www.autodesk.com

- Beta testing of Maya 2008

From Mar 2004:
to July 2005

Immaginazione e Lavoro - Turin, Italy
Maya Instructor
www.immaginazioneelavoro.it

- Teaching Maya and the fundamentals of 3D

From Aug 2004:
to Oct 2004

Lumiq Studios – Turin, Italy
3D Generalist
www.lumiq.com

- Jacob, Dogo & Katty

From Feb 2004:
To Jun 2004

Alenia Aeronautica – Turin, Italy
Internship
www.alenia-aeronautica.it

- Design and modeling the 3D Mock-Up Model for the UAV Aircraft “Sky-X”
- Modeling and programming the geographical database for the flight simulator of the proprietary C27-J Transport Aircraft, optimizing the 3D models for the real time simulation.

Education

From Aug 2005:
To Aug 2006

Vancouver Film School – Vancouver, Canada
Diploma in 3D Animation & Visual Effects
www.vfs.com

Character Design, Traditional Animation, Composition, Life Drawing, Sculpture, 3D Animation, Modeling, Texturing, Film Theory, Photoshop, Lighting, Adobe Premiere, Concept Development, Maya, XSI, Digital Compositing, Storyboarding, Acting for Animation.

From Jan 2004:
To Jun 2004

Virtual Reality & Multimedia Park (VRMMP) – Turin, Italy
3D Graphics and Virtual Reality Program
www.vrmmp.it

3D Basics, Maya Basics, Real-Time Applications, Production Training, Character Animation Training, Storyboarding, Multigen Vega Applications, Mocap Training.

Jun 2004: Digital Production Workshop by Pepe Valencia (Sony Imageworks)
Lumiq Studios – Turin, Italy
www.lumiq.com

Character Animation Process, Recent techniques and Case Studies, Posing exercises,
Spacing and Timing, Action Blocking, Walk cycle.

From 2001:
To 2004 University Politecnico of Turin - Faculty of Architecture - Turin, Italy
Graphic & Virtual Design - Bachelor Degree Course
www.polito.it

Technological Design Culture, History of Contemporary Architecture, Drawing
Techniques, Printing Techniques, Theory and History of Visual Communication,
Industrial Design for Visual Communication, Theory of Formal Languages, Sociology of
Communication, Multimedia Communication Marketing, Economical Evaluation of
Projects, Innovation and Project Management, Multimedia Product Quality-Check,
Science and Technology of Materials, Thermodynamics and Heat Transfer for
Engineers, Environmental Requirement of Industrial Products, Applied Ergonomics,
Processes and Methods of Graphic Manufacturing, Computer Science Labs, Material
and Models Labs .

From 1997:
To 2001 Classical Lyceum “Principessa Clotilde di Savoia” – Turin, Italy
Diploma in Classical Studies
www.arcascuole.it

Italian Humanistic Studies, Ancient Greek, Ancient Latin.

Achievements

- Short Film “These Paws Are Made For Flying”
 - Broadcasted on canadian television during CBC’s show “Exposure”
 - Featured on AnimWatch website and Podcast
 - Screened at CG Overdrive 2007
- Other
 - Demo Reel 2008 featured on the front page of CG Society
 - Personal interview published on the website of 3D World magazine

Foreign Languages

Dec 2004: Academic IELTS, International English Language Testing System
Band Score: 7 – Very Good User

Aug 2000: Johns Hopkins University – Baltimore, MD
Zanvyl Krieger School of Arts and Sciences

English Summer Programs

Software Knowledge

Maya, MEL, Python, Softimage XSI, 3D Studio Max, Rhinoceros 3D, Endorphin, XCode, OSX,
Linux, Unix, Applescript, Shake, Nuke, After Effects, Premiere, Photoshop