

## Giorgio Bertolone

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### Objective

To work in a challenging position as Rigging TD where I can provide my technical and creative skills. I am willing to relocate and/or travel.

### Work Experience

- From Nov 2010: Bardel Entertainment – Vancouver, Canada  
to Present **Rigging Technical Director**  
[www.bardel.ca](http://www.bardel.ca)
- Planet Sheen
- From Dec 2008: The Odyssey Visual Effects – Vancouver, Canada  
to Oct 2010 **Supervisor / Rigging Technical Director**  
[www.theodysseyvfx.com](http://www.theodysseyvfx.com)
- Arctic Scramble
- From May 2008: Rainmaker Entertainment – Vancouver, Canada  
to Oct 2008 **Creature Technical Director**  
[www.rainmaker.com](http://www.rainmaker.com)
- Escape from Planet Earth
  - 50 Cent – Blood on the Sand
  - Ghostbusters
- From Nov 2006: Anthem Visual Effects – Vancouver, Canada  
to May 2008 **Lead Character Technical Director**  
[www.anthemfx.com](http://www.anthemfx.com)
- Journey to the Center of the Earth
  - Sanctuary
  - Tin Man
  - Vipers
- From Jan 2007: Autodesk  
to Aug 2007 **Maya Beta Tester**  
[www.autodesk.com](http://www.autodesk.com)
- Beta testing of Maya 2008

From Mar 2004:  
to July 2005  
Immaginazione e Lavoro - Turin, Italy  
**Maya Instructor**  
[www.immaginazioneelavoro.it](http://www.immaginazioneelavoro.it)

From Aug 2004:  
to Oct 2004  
Lumiq Studios – Turin, Italy  
**3D Generalist**  
[www.lumiq.com](http://www.lumiq.com)

- Jacob, Dogo & Katty

From Feb 2004:  
To Jun 2004  
Alenia Aeronautica – Turin, Italy  
**Internship**  
[www.alenia-aeronautica.it](http://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](http://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](http://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](http://www.lumiq.com)

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

From 2001: University Politecnico of Turin - Faculty of Architecture - Turin, Italy  
To 2004 Graphic & Virtual Design - Bachelor Degree Course  
[www.polito.it](http://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: Classical Lyceum "Principessa Clotilde di Savoia" – Turin, Italy  
To 2001 Diploma in Classical Studies  
[www.arcascuole.it](http://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