

Maurizio Turoni



Professional Experience:

January 2016 – Present: Realvision Srl – Sesto Calende:

I'm responsible for supervising, defining and implementing the technical and creative aspects of a stereoscopic 3D animated project.

Supervising and create all stereoscopic camera settings and animation for the film.

I Work with CG Supervisor to create additional capabilities in stereoscopic cameras in the system.

I Write stereoscopic 3D related software tools as needed.

I can write After Effects javascripts, for automate work.

For this role I use:

Maya, Python (PySide), Maya Api, QT5, Mel, After Effects, javascriptx.

Sometimes I work with RD software department for to help them with developing stereo systems software for glass-free monitors.

For this role I used:

QT5, C, C++, OpenCV, Cuda, NVIDIA Visionworks.

September 2011 October 2015: Rainbow CGI – Roma:

July-October 2015 - Shotgun developer, used Python (www.shotgunsoftware.com).

Creating a Software to package assets for studies abroad, used QT5 with library mysql.

January June 2015 - Design and development of software for cataloging and searching animation's scenes extract from video, used OpenCV's libraries, QT, Mysql.

2011 -2014 - My main goal was the realization of a digital asset management system for a pipeline oriented to animation,(DAM) . I used many development environments as PHP and javascript, jquery, for HTML U.I., python and c++ for dataflow with Maya.

July 2004 to September 2011: Maga-Animation S.r.l. - Monza

2011 Pipeline tools , new release Asset Manager.

2010 Stereoscopic Supervision of an episode of series 2 of 'Acqua in Bocca' by G.Manuli.
Implementation of a disparity (or parallax) measurement system utilising Maya and a MySQL database which can produce a Depth Chart for Perceived Depth in any moment of the film.

Stereoscopic supervision and implementation for the film opener of Artech Dcinema.

2009 Pipeline supervisor for the second series of 'Acqua in Bocca' by Guido Manuli
Pipeline implementation for communications between Maya and After Effectts utilising XML files and integration with a MySQL database.
Feasibility study on 3D Blender integration software.

2008 Pipeline supervisor for the first series of 'Psicovip' by Bruno Bozzetto
Development of a plug-in for Maya for character deformation. Analysis and implementation of a proprietary software for the management of the production proceess, realised using AJAX, PHP, Apache web server on a Linux platform.

2007 3D Supervisor for the TV series '*Olimpig*' serie TV realised by Maga-Animation.

Pipeline supervisor for the first series of 'Acqua in Bocca' by Guido Manuli

2006 Bergamo: scientific study and implementation of a MIDI prototype for the management of 3D characters using Mixer.

2005 "*I Così*" 26-episode TV series by Bruno Bozzetto.

Realisation of a script for the series that allows animators to create and utilise a database of actions for every single character. Lighting and Rendering for the whole series. Implemented and rendered the dog's fur in episode 9. Set-up integration with tools in MEL.

2004 T.D Lighting, MEL Projects:

Sky Sport Time (3DSMax)

Kinder Spot Grecia (Lightwave)

Aichi Animazioni per Bob Wilsons Theatrical Spectacular for the World Expo in Japan. Over 25 minutes of digital animation.

Agosto 2003–Luglio 2004 FOR.ITS (Various Clients) – Milan

2nd level Help Desk, user technical support.

NT and AS400 server maintenance and management of user profiles.

2001 – 2003 Maga Film - Via Artigianelli 4 – Monza

3D Lighting & Texturing

Involved in various projects utilising Maya, focused on Lighting and Texturing, in particular Rendering in Mental-Ray. Toward the end, utilised 3Dstudio Max to create the lighting / illumination of a video game.

Education:**October 2015 : MySQL Programmer**

FormaTemp 80 hours

January 2014 May 2014 UT.6.01X EMBEDDED SYSTEMS - SHAPE THE WORLD

Just audit for Embedded Systems: Introduction to ARM Cortex-M Microcontrollers.

October 2013 – January 2014: Honor Code Certificate Level A

MITx: 6.00.1x Introduction to Computer Science and Programming Using Python.

MIT Course through edX (<https://www.edx.org/>).

1999-2001

Three certificates post-diploma, Lombardy Region:

C programming language

C++ Object Oriented programming language

Computer animation.

1997 Degree in Literature, 10 exams, specialisation «Entertainment Disciplines»

1996-1997 Course on Non-Linear Editing using A Avid Media Composer, 3Dstudio Max.

1978-1983 Telecommunications Technician Diploma, grade 54/60, at the I.I.T.I.S. A. Meucci di Roma.

Technical Knowledge: MS Windows 3.x/9x/NTx/2K/XP, Vista, MAC OS, Sco-Unix, Linux,

HTML, XML, Web Server Apache, Mysql, Phpmyadmin, Muster,.

Expert/advanced knowledge of C, C++, PHP, Javascript, AJAX and

Python. Expert/advanced knowledge of Photoshop, After Effects CS4 as well as the scripting language javascript per AE, jsx.

Expert/advanced knowledge of the major 3D graphics programming products: Maya, Blender and 3DS Max.

Expert/advanced knowledge of MEL scripting for Maya

Visual C++ implementation of nodes and commands utilising the Maya

API

Good knowledge of SQL and Objective-C

Personal Characteristics:

Adapted to working in groups.

Flexible attitude and interested in personal and technical advancement.

Highly disposed to self-study.

Optimum analysis capabilities.

Problem solving approach.

Humility with self-awareness

Lingue straniere:

Optimum knowledge of English: oral and written.

Hobbies and interests: I.T.: A passion and hobby since 1984

Digital and analogue photography and video.

Attended a screenplay and directing course held by the director Marzio Casa.

Director and editor of various short films.

Objectives:

More than capable in situations that require an innovative approach.

Searching for an environment that will be stimulating and value my work.

Personal:

Date of Birth: 16/01/1964.

Place of Birth: Rome, Italy

Address: via Vespri Siciliani 80/2 21052 - Busto Arsizio, Italy.

Full car driving licence.. Military service as Adjutant in the equivalent of the Signals Corps, Armoured Brigade Mameli, Friuli, Italy

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Pagina 3 di 3