

CARLO CARFORA - VFX + HOUDINI ARTIST

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ABOUT ME

I am a 3D Artist with a focus on VFX using Houdini. With over 7 years of professional industry experience across the UK and Australia, I am now based in London.

So far I have held various roles from 3D Generalist to FX and Lead on a wide and varied range of projects from Architecture to TVC and Film. I now direct my skills and efforts on VFX and content creation in Houdini.

SKILLS

My experience covers a wide range from 3D Generalist skills (model, shade, light, render), FX creation in Houdini, compositing in Nuke to general TD tasks. I have a working and usable knowledge of Python, VEX and Maxscript as well as experience with Linux and Windows.

SOFTWARE

Houdini, Mantra, Nuke, 3ds Max, V-Ray, After Effects, Photoshop, Premiere

EXPERIENCE

Last Pixel, Australia – Senior 3D Generalist

NOVEMBER 2012 – MAY 2017

- Senior Generalist working from start to finish on high-end architectural stills and animations for multi-million dollar residential and commercial projects
- VFX Generalist on various TVC's working on clean up, compositing and FX work
- TD work included writing scripts for general workflow efficiency

AVR London, London – Architectural Visualiser

JUNE 2011 – SEPTEMBER 2012

- Delivered high-end images and animations for commercial, residential and iconic landmark buildings in the UK and abroad

Rewind, St Albans – 3D/FX Generalist

MARCH 2011 – MARCH 2011

- Modelling, shading, texturing lighting and rendering for TVC
- FX work included water and physics simulations

One Dead Pixel, London – 3D Generalist

JUNE 2011 – SEPTEMBER 2012

- Wide variety of roles from 3d generalist roles to post and TD work
- Worked on TVC, music videos and various print campaigns

EDUCATION

University of Hertfordshire, Hertfordshire – 3D Games Art

2006 – 2009

Barnet College, London – BTEC ND Multimedia

2004 – 2006