

# CARLO CARFORA - CG/VFX GENERALIST

---

EMAIL: [CARLO@CARLOCARFORA.CO.UK](mailto:CARLO@CARLOCARFORA.CO.UK) | PHONE: +44 7591 156 653 | WEBSITE: [WWW.CARLOCARFORA.CO.UK](http://WWW.CARLOCARFORA.CO.UK)

## ABOUT ME

I am a mid-weight CG/VFX Generalist with a current focus on using Houdini in production. With over 7 years of professional industry experience across the UK and Australia, I am currently based in London. I have held various positions on a wide range of projects in Architecture, TVC and Film.

## SKILLS

Familiar with a production pipeline my strengths are in Lighting, Rendering, FX and 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, Maya, V-Ray, Arnold, After Effects, Photoshop, Premiere

## EXPERIENCE

### **The Mill, London** – *3D Generalist*

AUGUST 2017 – PRESENT

- CG Generalist with a focus on lighting and rendering for TVC

### **Last Pixel, Perth, Australia** – *Senior 3D Generalist*

NOVEMBER 2012 – MAY 2017

- Senior Generalist working from start to finish on high-end architectural stills and animations for residential, commercial and infrastructure scale 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 internationally

### **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

- Generalist working on TVC, music videos and various print campaigns

## EDUCATION

### **University of Hertfordshire, Hertfordshire** – *3D Games Art*

2006 – 2009