

Resume

Personal Information

Fabio Rossi Sciedlarczyk

Age: 31

Birth:04/27/86

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Languages

Fluent in English and Portuguese.

Intermediate Italian.

Key Skills

- Ability to work in a collaborative environment.
- Strong problem solving and decision making skills.
- Ability to work under pressure and tight deadlines.
- Ability to embrace strong direction changes during the project.
- Ability to easily learn new softwares and adapt to new workflows and technology.
- Proactive and problem solver personality with more than thirteen years of experience in computer graphics.
- Detail oriented with a strong artistic background.
- Experience on set as Director of Photography.

Technical Skills

- Solid knowledge of all aspects of a computer graphics production pipeline, with emphasis on Lighting, look development and node based compositing.
- Excellent lighting and texturing skills.
- Comfortable with most modern pathtracer renderers and PBR shaders.

Softwares

Maya, RenderMan, V-Ray, Arnold, Corona, Substance Painter, Substance Designer, Mari, Nuke.

Education

- CG workshop Lighting and Rendering in maya with Jeremy Birn.
- CG workshop Look development and Image Based Lighting.
- CG workshop Compositing for Feature Animation.
- CG workshop Writing Shaders for Renderman and Mental Ray.
- 8 week filmmaking degree at New York Film Academy - Los Angeles.
- Associates Degree in Digital Design at Anhembí Morumbi University in São Paulo.
- FXPHD courses: On-Set Lighting; DSLR Cinematography Nature; Tools of the DOP; Intermediate RenderMan; Crafting the Scene; Directing.
- Attended to numerous workshops and courses including Clay Modeling with Alex Oliver; Nuke compositing with Andre de Souza (Animal Logic / Weta); 3D modeling with Mario Ucci (Red Knuckles); 3D workshop with Kris Costa (ILM).

Nominations and Awards

Pixar RenderMan Art Challenge - First place winner.

Gramado - Nominated for best director of photography for the short film : "#".

Guarani Prize - Nominated for best Special Effects for the feature film: VIPs.

Production Experience

O2 Filmes www.o2filmes.com.br (April 2015 - Present)

Senior Lighting and LookDev Artist.

Start Anima www.startanima.com.br (September 2015 - January 2017)

Lighting TD, LookDev artist and VFX artist responsible for all the vfx simulations and special effects (dusts, water, explosions) for feature animated film "Lino the movie".

RTT www.rtt.ag (January 2013 - April 2014)

Art Director.

Mol Toons www.moltoons.com.br (July 2011 - February 2014)
Post Production Director.

Estudio MOL www.estudiomol.com.br (February - January 2013)
Director of Photography.

Short Film (March 2011 - December 2011)
Director of Photography.

Atomic Arts www.atomicarts.net (March 2011 - May 2011)
3D Generalist and Previs artist.

O2 filmes www.o2filmes.com (November 2009 - May 2010)
3D Generalist responsible for lighting, look development, modeling and effects in multiple TV Commercials and feature films.

Atomo VFX www.atomovfx.com.br (February 2009 - July 2009)
Assist in implementing a renderman compliant (3delight) pipeline and work as CG generalist doing shading, lighting, texture, modeling and rendering .

Estudio Origami (October 2007 - January 2009)
CG director responsible of solving every issue related to computer graphics and design each project workflow.

Oca Filmes ((August 2007 - September 2007)
Visual effects artist doing modeling, lighting, texturing and shading.

Black Maria www.marypost.tv (May 2007)
Free lance VFX director responsible for assembling the team and all aspects of an 3D advertisement.

MTV (February 2007 - March 2007)
free lance art director and cg director responsible for doing everything (from filming to composition) of a 60 seconds advertisement for the MTV magazine.

Casablanca Effects www.cbasp.com.br (November 2006)
Free lance Lighting TD and shading/texturing artist.

Trattoria www.trattoria.com (August 2004 - May 2006)

(August 2004 - November 2004) Junior 3D generalist

(December 2004 - May 2006) Senior 3D generalist responsible mostly for modeling shading and lighting