

Raffaele Scaduto-Mendola

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Production Experience

- . Gigapix Studios, Character Setup|Pipeline Supervisor, 05/05-03/06.
Design and implemented character pipeline to build, animate and bake out of Maya and XSI into Lightwave, for two internal CG projects, and TD support for one external rush project. Coordinated animation and animated a knight character. Organized and build logical filesystem infrastructure and automated support scripts for cross software use in production (*Maya -> PointOven Bakery -> LightWave && XSI -> PointOven Bakery -> LightWave*).
- . Pixel Liberation Front, Character Setup Freelance, 03/05-05/05.
Rigged nine characters for a film project Dead or Alive.
- . Omaton Studio (San Clemente,CA), Character Setup Sup., Asset Manager Sup., 01/04 - 12/04.
Setup character assembly tools (JScript/XSI), hired and trained riggers for "Barnyard". Implemented reference asset pipeline and MySQL database asset support. Supervised and coordinated efforts between Modeling, Rigging and Texturing.
- . Digital Domain (Venice,CA), Character Setup TD., 09/03 - 01/04.
Build rig setups (Mel/Maya) for Nike Commercial, I-Robot Film.
- . DreamWorks (Glendale,CA), Character setup TD., 04/01 - 09/03.
Setup Characters rigs (Mel/Maya) for "Sinbad" (2D/3D) and "Shark Tale". Cg. Sup. Nathan Loofborough.
- . Bates USA (NYC), 3D Artist/Generalist 09/00 - 02/01.
Storyboards, Model, Rig, Render for Worked on several internal 3D projects in Mixed Media Department. Cg. Sup. John Miralles.
- . Face2Face/Lucent New Venture (Bell Labs, NJ), 3D Artist/Generalist 06/99 - 08/00
Design and Implemented complex rigging system (SoftImage3D/MentalRay/Maya) to mimic facial muscle patterns for use with makerless facial tracker software. Setup and ran core production servers. Built and managed automated rendering pipeline (Unix/CShell/Perl/SoftImage3D/MentalRay) for character lipsync sequences. R&D Sup. Eric Petajan
- . Nickelodeon Digital Studios (NYC), 3D Freelance Artist, 03/99 - 04/99.
Setup Rigs and animated characters on 711/MTV Comercial. Manages rendering (Unix/CShell/MentalRay). Model characters for realtime character test. Cg Sup. Eben Myers.
- . QuietMan (NYC), 3D Freelance Animator, 03/99.
Character Animator on HBO Family Comercial. Cg. Sup. David Shirik.
- . Curious Pictures (NYC), System Admin./System Admin. Sup., 08/98 - 03/99.
Build & maintain systems (Irix/NT/MacOs) and troubleshoot CG production problems (Maya/Mel) for various in house productions. Helped production of episodic series "A little Curious", (wrote Maya/NT/Mel Queue tools). Sup. Chris Nichols/Boo Wong.
- . Butterfly Effect (NYC), 3D Artist, 04/98-07/98.
Built and Intergrated Computer/Video Network (Irix/Flint/Accom). Model, Animate, Render 3D elements for various short projects.
- . Rhythm & Hues (Marina Del Rey, CA), Lighting TD, 03/96 - 08/96.
Lighting and Compositing (custom lighting/compositing/qRendering) on commercials "US Postal Service", "Kellogs Pop Tarts" & "Vaseline Intensive Care". Help beta test custom animation tools.

Education

- . Participated in Character Pipeline Seminar, XSI class - Siggraph 2004, Character Pipeline Seminar, XSI class, 3D Educators Panel - Siggraph 2003, Character Setup Course, Siggraph 2002.
- . Instructor at School of Visual Arts, MFACA in "Technical Production", Spring 00.
- . School of Visual Arts (NYC), Master of Fine Arts Graduate Computer Art. 1998 , Fall 96 - Spring 98.
Also worked as Lab Assistant & Software Manager (Irix/SGIs).
 - organize and taught series of workshops on character setup & animation.
 - designed and help implement automated environment settings for various Irix software.
 - designed "glue production tools" for using several different applications.
 - designed and help implement video output tools for use with Accom Digital Disk Recorder.
 - helped install SGI Irix upgrades and patch installation for various softwares.
 - helped manage User Account Data for Lab SGI network.
- . Pratt Institute (Brooklyn, NY), Graduate Student Computer Graphics, Fall 1995.
Also worked as Lab Assistant Maintaining Macs, PCs and SGIs. Web Master for Department's home page.
- . George Mason Univ. (Fairfax, VA), Graduate Student Computer Graphics, Fall 1994 - Spring 1995.
- . Johns Hopkins Univ. (Baltimore, MD) Bachelor of Science in Civil Engineering, May 1992.

Skills

- . Fluent in French, English, Italian and some Spanish.
- . Drawing, you can see some of my artistic work at "www.turbolinea.com".
- . Modeling, Character Rigging, Animation, Texturing, Lighting.
- . sysAdmin; PC/SGIs/Network installation, Linux, SGI Irix, Window NT/2000/XP.
- . Code, CShell/Bash, Perl/PerlScript_NT, Mel/Maya, JScript/XSI, C programming, MySQL, html, php.
- . R&D; comfortable working with beta/proprietary software & have experience building "glue" tool for cg pipelines.