



SIDNEY GIORMANI

VISUAL EFFECTS ARTIST

Objective

To obtain a position as a CG generalist in the animation and film industry, creating visually compelling imagery in collaboration with a team of talented individuals

Education

Bachelor of Fine Arts in Visual Effects
Savannah College of Art and Design (SCAD - Atlanta)
Anticipated - June 2017

Skills

Lighting
Shading
Photography
Compositing
Editing

StoryDevelopment
Storyboards

Applications

Proficient

Maya
Houdini
Zbrush
Mudbox
After Effects

Familiar

Nuke
Final Cut X

Scripting

Bash
Python
VEX

Operating System

Linux
Windows
OS X

Traditional

Painting
Figure Drawing
Sculpting

Rendering

Mantra
Arnold
Vray
RenderMan

Unity

Career Related Experiences

~Goddess~

Nov 2016

- Lead Visual Effects Artist; matte paintings, practical pyro effects, 3D compositing
- Production design and set dressing with props
- Storyboards

~The Suit~

Mar 2016

- Lead Lighting Artist on an experimental animated short film
- Lead Compositor and post Look Development Artist

~Floyd County~

Jan 2016

- Lighting and Rendering Intern, working on a pilot episode called *Glacierstone PD*
- Xgen fur generation, Zbrush sculpting, along with Mudbox texture map creation

Work Experience

~MIH Consulting~

Oct 2016

- Camera Operator for client presentations to generate promotional material
- Motion Graphics Artist for, promotional video, logo animation

~Atlanta Black Theatre Festival~

Oct 2016

- Cinematographer/Editor for *The Scars Beneath her Smile*, a play by Chyna Kendle Rose
- Two camera set up hour long performance

Achievements, Activities

~Siggraph Student Chapter~

Sept 2014

- Savannah College of art and Design Siggraph Student Chapter (member)

~Generate 24Hour Challenge~

Sept 2014

- Collaborate with a small team to achieve a photo real CG image in 24 hours