



Luca Alberto Salvagno

Work permit: Italy | **Date of birth:** 28/02/1996 | **Place of birth:** Italy | **Nationality:** Italian | **Gender:** Male | **Phone:** (+39) 3398805871 (Mobile) | **Email address:** salvagno.1996@gmail.com | **Website:** www.alucula.com | **Website:** <https://www.youtube.com/watch?v=u3z0BeevSLw&t=1s> | **Instagram:** www.instagram.com/alucula | **Whatsapp Messenger:** +39 3398805871 | **Address:** via sammicheli 7, 37019, Peschiera del Garda, Italy (Home)

● ABOUT MYSELF

I am an experienced and passionate FX artist/TD, active since 2020. As a creative professional, I specialize in physically based simulation, magical effects, tool creation, and have a general knowledge of the USD pipeline. I possess an in-depth understanding of physical dynamics, natural phenomena, color theory, and composition. I am very flexible and work efficiently with a wide range of clients and Pipelines. Open to Remote Work or relocation within EU.

● WORK EXPERIENCE

17/03/2026 - 24/04/2026 - CAGLIARI (REMOTE), ITALY

HOUDINI INSTRUCTOR ITS NOVITAS 4.0

Houdini Instructor covering Houdini Procedural Fundamentals.

- procedural modelling
- texturing
- rendering
- advance PDG usage

10/09/2024 - CURRENT - PESCHIERA DEL GARDA, ITALY

TD/FX ARTIST FREELANCER

- Crating and mantaining personal Pipeline
- Developing HDAs to speed up work
- Script, Block and create full CG animations
- Pitch project and relate with clients.

01/04/2024 - 29/07/2024 - TORONTO, CANADA

MARKETING FX ARTIST SIDEFX

- Working alongside developers and marketing lead to create a scene for Houdini 20.5 Sneak Peak with MPM solver, (all aspects).
- Research time saving approach to incorporate Big Ocean scenes with custom defined boundaries.(Flip Dopnet)
- Presenting MPM Solver and overviewing my work at SideFX during a Houdini User Group in SideFX HQ.
- Creating material and documentation available inside of SideFX Content Library and Tutorial Pages.
- Porting some Opengl materials into OpenCL using the new Cop(ernicus) network.

15/01/2024 - 29/03/2024 - VANCOUVER, CANADA

FX ARTIST ATOMIC CARTOONS

Lego Pixar Short: Bricktoons

- Creating Pyro workflow directable, optimizing tools for improved workflow.
- Use of Shotgrid, and G Suite.

01/08/2020 - 31/03/2023 - VERONA, ITALY

TD/FX ARTIST RENDER FILM SRLS

Development of real-time VFX and interactive VR tools among offline Physically Based simulation and Generative modeling.

- Creating multiple types of digital effects (Water, Bubbles, Smoke, Fire, Magic,Dust, Destruction) in Houdini.
- knowledge and use of VEX, HScript, Python, Lighting, Shading and Rendering using Solaris/Katana, Vray and Redshift.
- Implementation of a real-time pipeline.

01/10/2022 - 20/12/2022 - FIRENZE, ITALY

TD/FX ARTIST FLS

Driving the technical direction of audio-reactive performances, creating art directable systems.

- Developed visually stunning audio-reactive performances, delivering over 12 optimized templates within the time constraints.
- Developed from scratch an audio analysis tool inside of Touchdesigner, enabling the operator to easily control audio related parameters.

01/12/2019 - 26/03/2020 - FALMOUTH, UNITED KINGDOM

ART COLLABORATOR TEENAGE ENGINEERING

- "iTERaTOR", interactive 360 audio installation, endorsing 4x OD-11. The installation took place during COVID-19 Lockdown and couldn't take place in person.
- Step-by-Step video tutorial regarding advanced functionality of Teenage Engineering OP-Z inside the DMX environment.

EDUCATION & TRAINING

01/08/2017 - 01/08/2020 - FALMOUTH, UNITED KINGDOM

BACHELOR OF ARTS IN FILM- FALMOUTH UNIVERSITY

Website: <https://www.falmouth.ac.uk/>

LANGUAGE SKILLS

Mother tongue(s): ITALIAN

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2

SKILLS

Avid Pro tools | Houdini VFX | Nuke 3D | Katana | Python - livello ottimo | vex | creazione video e animazione

- **PUBLICATIONS**

[MPM Snowplow - Houdini tutorial](#) 2024

Detailed guide for the new houdini 20.5 MPM solver.

[compact-cv-editor.templates.one.publication.links](#) <https://www.sidefx.com/tutorials/mpm-snowplow/>

- **CONFERENCES & SEMINARS**

SideFX HQ - Toronto

Houdini User Group 2024 Public talk for MPM solver and Houdini 20.5 sneak peek's workflow.

- **PROJECTS**

01/01/2019 - 01/12/2021

Art Installation Guardami(2021), who*U(2021), iTERaTOR(2020), Lose Your Mind(2020), Utopic Transition(youth)(2019).

01/01/2017 - 01/12/2023

Music Video TE Tutorial(2023), Cosmo - Jastella, Never Knowing / Dare You - Hockeysmith, Limbo - Inka Upendo

Bonus / Satan's Rock n' Roll - Fry Days.

01/01/2018 - 01/12/2021

Short Movies It's fine because it's fun (2019), My Dad is I, My Mother is My Bride, And My Life Oh Well I Cried (Camera, 2020), Rage Against Man (Camera/Editing/VFX 2021), Sui Generis(Camera, AD, 2019), The Girls The Light and The Door(Camera, 2018).

- **HOBBIES AND INTERESTS**

kendo - Martial Art