

Luca Alberto Salvagno

Verona, Italy, Europe

✉ salvagno.1996@gmail.com 📞 +39 339 880 5871

🔗 [in/luca-alberto-salvagno](https://www.linkedin.com/in/luca-alberto-salvagno)

🌐 www.alucula.com/reel



PROFESSIONAL SUMMARY

I am an experienced and passionate **FX artist/TD** with **four years** of experience. 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. My foundation lies in my organization and communication skills, allowing me to be very flexible and work efficiently with a wide range of clients and Pipelines.

SKILLS

HOUDINI | BLENDER | TOUCHDESIGNER | UNREAL ENGINE | UNITY | KARMA | REDSHIFT | ADOBE PR/AE/PS | NUKE | VEX | HSCRIPT | GLSL | PYTHON | MYSQL | HTML
CREATIVITY | ANALYTICAL THINKING | TEAMWORK | COLLABORATION | PRONE TO LEARN | PROJECT MANAGEMENT | COMMUNICATION | PHOTOGRAPHY | CINEMATIC LANGUAGE

EXPERIENCE

Marketing FX Artist Intern

SideFX - Contract Full Time on site 4 Months

Toronto, Canada

- 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 Openl materials into OpenCL using the new Cop(ernicus) network.

Junior FX Artist

Atomic Cartoons - Contract Hybrid 3 Months

Vancouver, Canada

Lego Pixar Shorts

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

FX Artist

Render Film srls - Full Time Freelance 2 Years - 5 months

Verona, Italy

- I combined technical expertise and artistic talent to develop 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.

TD/FX Artist

Felice Limosani Studio 3 Months

Florence, Italy

- 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.

Freelance Art Collaboration

Teenage Engineering

UK & Italy

- "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.

1st Assistant Camera/DIT

Darkside srls 6 Months x 2

Sommacampagna, VR, Italy

- Responsible for setting up all the camera equipment (Arri Alexa, Arriflex 16mm).
- Responsible for storing and organizing all the day's footage.

PROJECTS

Visual Artist

Alucula • <https://alucula.com> • May 2019 - Present

Co-Organizer Fire In The Wood Festival

Fire In The Wood • August 2018 - June 2023

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

Music Video: TE Tutorial(2023), Cosmo - Jastella, Never Knowing / Dare You - Hockeysmith, Limbo - Inka Upendo Bonus / Satan's Rock n' Roll - Fry Days.

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).

- Organizing and curating the entire festival successfully creating both a cultural and economic success without external sponsors.

- Creating content for the festival, throughout all the editions I created visuals, logos, websites, online stores, music, video advertisements and fliers.

EDUCATION	CERTIFICATION	LANGUAGES		
Bachelor of Arts in Film Falmouth University • Falmouth, UK • 2020 • GPA 4.0 First-Class Honours	Avid Pro Tools User Avid Technology, Inc • 2016 Proficient in audio for multimedia projects.	Italian Native	English Fluent	Spanish Beginner