Luca Alberto Salvagno

salvagno.1996@gmail.com • +39 339 880 5871 • Verona, Italy • http://www.linkedin.com/in/luca-alberto-salvagno

SUMMARY

Experienced FX artist/TD with 5 years of expertise in physically based simulation, magical effects, and tool creation. Proficient in physical dynamics, natural phenomena, colour theory, and compositing. Strong organisational and communication skills, flexible and efficient in diverse client and pipeline environments.

EXPERIENCE

AluculA, **Visual Artist**

May 2019 - Present

• Developed full 3D pipeline using Houdini, enhancing collaboration and freelance use, resulting in 56.4% improvement in workflow efficiency.
• Followed projects from art direction to final delivery, ensuring high-quality visual effects and meeting client specifications.
• Created and optimized digital effects (Water, Bubbles, Smoke, Fire, Magic, Dust, Destruction) in Houdini, improving visual quality and performance.

SideFX, **Marketing FX Artist Intern**

Apr 2024 - Aug 2024
• 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.

Atomic Cartoons, **Junior FX Artist**

Jan 2024 - Apr 2024
Project: LEGO Pixar
• Created Pyro workflow directable, optimizing tools for improved workflow.
• Worked remotely using Linux environment.
• Utilized Shotgrid and G Suite for project management and communication, enhancing team coordination and project delivery.

Render Film srls, **FX Artist**

Sep 2020 - Nov 2023
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.

Felice Limosani Studio, **TD/FX Artist**

Sep 2023 - Dec 2023
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.

Teenage Engineering, **Freelance Art Collaboration**

Feb 2020 - Jul 2020
• "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.

Fire In The Wood, **Co-Organizer**

Aug 2018 - Present
• 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

Falmouth University
Bachelor of Arts in Film • *2020 - 2020*

Avid Technology, Inc
Avid Pro Tools User • **audio for multimedia projects** • *2016 - 2016*

SKILLS

HOUDINI • BLENDER • TOUCHDESIGNER • UNREAL ENGINE • UNITY • KARMA • REDSHIFT • Adobe PR •
AE • PS

HONORS & AWARDS

Kidscreen Awards - Winning Team
Kidscreen Awards • *Jan 2025*
Best Animated series for
LEGO Pixar
LEGO Entertainment, Atomic Cartoons