

## **Giovanni Di Grezia**

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**Introduction:** I am a 3D Artist and a Computer Scientist at the same time. Totally fascinated by vfx arts, I obtained 2 Bachelor Degrees (Art and Computer Science). I love the math underneath a software and the result an artist can achieve with. As a programmer, I like bug-free codes implemented with the best mathematical approach. As a vfx user, I like nice user interfaces with fast response feedbacks. I had my first pc when I was 5. Since then I began to build workstations on my own, assembling hardware, overclocking, installing software and programming. I learnt different languages obtaining the mental attitude to learn new tools in no time. Having some experience in web, mobile and 3d development, now I can easily understand the logic, design and functionality that a new software requires. I love spending my time extending software using scripts written in python and JavaScript. I am a perfectionist and often I work for hours intermittently to find a solution to a problem. I am happy when I complete an objective or find a bug. For me, being a programmer is a lifestyle rather than a job.

### **Education**

- **Bachelor of Science**, 2015, University of Salerno (UNISA), Salerno, Italy. Computer Science 3-year Degree. Grade 110/110 cum laude
- **Bachelor of Arts**, 2011, European Institute of Design (IED), Milano, Italy. Computer Graphics Animation 3-year Degree. Grade 100/100 cum laude
- **High School leaving qualifications**, 2008, ISTITUTO MAGISTRALE STATALE "P.E. IMBRIANI", Avellino, Italy. Scientific Technological Lyceum 5-year Degree. Grade 100/100

### **Language Skills**

- **Italian** - Native Language
- **English** - Cambridge First Certificate in English (B2), July 2015

### **Computer Certifications**

- **ECDL** - IN.FO.COM, 2004. 1-year course
- **I.T. WEB MASTER** - IN.FO.COM, 2005. 1-year course
- **MIT Entrepreneurship 101** - Verified - April 2015

### **Skills**

- **VFX:** Matchmover (3DEqualizer, PfTrack) and 3D Generalist (Maya, Nuke, Katana and more)
- **Software:** C, C++, C#, Python, Java, HTML, Css, Php, JavaScript, XML, JSON
- **Hardware:** Components Assembler and Overclocker
- **Organization:** Punctual, Organized, Methodical, Problem Solver

### **Experience**

- **IT Manager and Software Developer**  
*3DRap Srl - 3drap.it (March 2017 - NOW)*  
Organization of business using Slack, Freedcamp, Google Calendar, Google Drive, Hubspot, Freshdesk. Dedicated Server management, Cloudflare configuration, Plesk and Dns setup. Wordpress administration. Custom slack api integration using php and webhooks. Web design. Apps configuration and setup for VR (HTC VIVE). Small web services using nodejs, laravel and docker. Bitcoin payment integration.
- **VFX Artist, Motion Graphics Artist, Desktop and Web Software Developer**  
*VisiblePlace - visibleplace.com (March 2017 - NOW)*  
Dedicated Server configuration and management(CentOS), Plesk management, CloudFlare configuration and Dns management. Web Design. Development of client-server architecture using python3, php, js and mysql. Custom server integration with advanced Paypal api (express checkout and ipn). Custom coupon system integration. Creation of videos (vfx integration and motion graphics).
- **Web Designer, Software Developer and IT Servers Manager**  
*AC FINANCE centro studi finanziari - ac-finance.it (April 2017 - NOW)*  
Dedicated Server configuration and management(CentOS), Plesk management, CloudFlare configuration and Dns management. Webserver by nginx + apache + php-fpm. Development of various Websites, mainly using Wordpress and Linux. Ecommerce creation and configuration using woocommerce. Front-end and Back-end configuration. Seo setup. (Linux, Mysql, PHP, JavaScript, CSS, HTML5). IT Assets management.
- **VFX Artist and Software Developer**  
*Freelancer (2008 - Now)*  
iOS, Android Games (C#, Unity5 and external frameworks), Web Developer (HTML5, CSS, PHP, JS, MYSQL, WebGL via Three.js), VFX Artist (Rendering, Motion Graphics, 3D Integration), Software Developer (Python, C, C++).
- **Katana Quality Assurance Engineer**  
*The Foundry Visionmongers - foundry.com (November 2016 - Now)*  
Verify bug fixes, discover and log new bugs (internal and from customers), support customers, conduct and monitor testing, inspect materials and products to ensure finished product quality, interpret and implement quality assurance standards, develop, recommend and monitor corrective and preventive actions, assure ongoing compliance with quality and industry regulatory requirements, work with operating staff to establish standards, test new features and workflows, design test cases and execute test plans

to report on software quality, carry out production workflow style testing work with real assets from the VFX industry, maintain an in-house test harness, understand The Foundry business and propose solutions, manage repositories on different version control software, attend meetings. Main projects: Katana, Pixar USD for Maya/Katana.

- **Modeler and VFX Artist**

*3D Rap Srl - 3drap.it (June 2016 - October 2016)*

Conversion of clients models for printing. Surface to Volume conversion. Reduction of polygons for 3d printing. Manual retopology or surface to voxels conversion. Fix of bad meshes (holes, edges with 0 length, bad topology, non-planar faces and similar problems). 3D effects, motion graphics video (presentation, holograms), renderings, photogrammetry and real integrations.

- **IT Administrator (Linux, VPS, DNS, Plesk) and Visual Artist**

*DIGITAL SOLUTION - dgsol.net (December 2015 - May 2016)*

Web Software Developer. Digital Signage creator and coordinator, Hardware Assembler, Solutions Explorer, Setup of players and remote administration, video design ad vfx.

- **Web Designer - Motion Designer - Seo Expert**

*AC FINANCE - ac-finance.it (2010 - 2016)*

Web Designer. Development of various Websites. Mainly using Wordpress and Linux. Front-end and Back-end configuration. Seo setup. (Linux, Mysql, PHP, JavaScript, CSS, HTML5).

- **IT Management and Network Administrator**

*R.B. Vernici e Incollanti - rbvernicieincollanti.it (2011)*

Lan and Wireless Devices Management. Synchronization between pcs. Windows OS. Color Profiles Installation. Software configuration.

- **Web Designer and Media Designer**

*Comune di Mercogliano (2011)*

Website Design, transitions between pages. Advertisement design and styling for events.

- **3D Modeller, Rendering, Director of Photography**

*Studio Associato De Cunzo - D'Alisi (2009 - 2011)*

Image-Based Modeling and Rendering. Scenarios reconstruction. Architectural and landscape rendering.

- **IT Management and Technical Support**

*Computer Maint (2010)*

Software configuration for remote devices management. Lan and Wireless configuration.

**VFX Projects**

- **Katana - Highly efficient, collaborative approach to lighting and look development for VFX Industry**

<https://www.foundry.com/products/katana>

- **VFX Showreel 2016 - Matchmoving, FX and Compositing**

<http://www.xgiovio.com/reel>

- **3DEqualizer Scripts - Published on Github, Youtube and 3DEqualizer Website inside Script Database**

<http://www.xgiovio.com/vfx-docs/matchmoving-docs/3dequalizer-scripts/>

<https://bitbucket.org/xgiovio/3dequalizer-scripts>

<https://3dequalizer.com/?site=scriptdb>

- **The Fall - Camera Tracking, Simulation, Deep Compositing**

<http://www.xgiovio.com/detailed-portfolio/the-fall/>

- **Bloody Day - VFX Matchmoving (Camera and Object), Tracker Removal, Compositing, Rendering, Grading**

<http://www.xgiovio.com/detailed-portfolio/bloody-day/>

- **Post Humans Short Film - Complete VFX Workflow from Shooting to Editing**

<http://www.xgiovio.com/detailed-portfolio/post-humans/>

- **Field Explosion - Camera Tracking, Fractures, Rigid Bodies, Fire and Smoke, Physics Forces**

<http://www.xgiovio.com/detailed-portfolio/field-explosion/>

- **The crash - Modeling, Dynamic Simulation, Rendering, Deep Compositing, Post Processing**

<http://www.xgiovio.com/detailed-portfolio/the-crash-vfx/>

- **Speedy Boat - Camera Tracking, Zoom Shot, Cloth and Particles Dynamics, Compositing**

<http://www.xgiovio.com/detailed-portfolio/speedy-boat/>

- **Big Explosion - Fluid Simulation, Rendering and Deep Compositing**

<http://www.xgiovio.com/detailed-portfolio/big-explosion/>

- **The dolly - VFX Matchmoving, Object Tracking, Modelling, Object Reconstruction, Projection Mapping**

<http://www.xgiovio.com/detailed-portfolio/camera-tracking-session-1-carrello/>

- **Graffiti - VFX Matchmoving, Trackers Removal, Compositing**

<http://www.xgiovio.com/detailed-portfolio/camera-tracking-session-2-graffiti/>

- **Rocks - Camera Tracking, Geometry Extraction and Retopology**

<http://www.xgiovio.com/detailed-portfolio/rocks/>

- **Drivers - Camera Tracking, Image Modeling, Compositing**

<http://www.xgiovio.com/detailed-portfolio/drivers-vfx-camera-tracking/>

- **Tunnel - Camera Tracking and Image Modeling**

<http://www.xgiovio.com/detailed-portfolio/tunnel-vfx/>

- **Brooklyn - Camera Tracking, Geometry Tracking**

- <http://www.xgiovio.com/detailed-portfolio/brooklyn-camera-tracking/>
- **Interior Rendering - Compositing with 100+ passes**  
<http://www.xgiovio.com/detailed-portfolio/interior-render/>
- **Low Poly Character - Zbrush, Maya, Retopology**  
<http://www.xgiovio.com/detailed-portfolio/low-poly-character/>
- **Simple Facial Rig - Maya**  
<http://www.xgiovio.com/detailed-portfolio/simple-facial-rig-maya/>
- **Spumante - VFX Camera Tracking, Dynamics, Rendering**  
<http://www.xgiovio.com/detailed-portfolio/spumante/>
- **GreenField - Camera Tracking**  
<http://www.xgiovio.com/detailed-portfolio/greenfield/>
- **Logo for Lux Vide- Motion Graphics**  
<http://www.xgiovio.com/detailed-portfolio/logo-for-lux-vide/>
- **Logo Reveal for Medikaline**  
<http://www.xgiovio.com/detailed-portfolio/medikaline-logo-reveal/>
- **3DRap Motion Graphics and Holograms**  
<http://www.xgiovio.com/detailed-portfolio/3drap-motion-graphics-and-holograms/>

#### Realtime / Games Projects

- **Perfect Shot | iOS / Android Physics Puzzle Game - C#, Unity5**  
<http://www.xgiovio.com/detailed-portfolio/perfect-shot-ios-android-physics-puzzle-game/>
- **Walls | iOS / Android Timed Puzzle Game - C#, Unity5**  
<http://www.xgiovio.com/detailed-portfolio/walls-ios-android-timed-puzzle-game/>
- **X - A WebGL Game - HTML5, PHP, JS, Mysql, CSS, Three.js, XML, JSON**  
<http://www.xgiovio.com/x/>
- **WebGL - Low and High Res Head - Bokeh, FXAA, CTM, Fog, JS, Three.js**  
<http://www.xgiovio.com/three/head-low-high/head.html>

#### Web Projects

[www.ac-finance.it](http://www.ac-finance.it)  
[www.3drap.it](http://www.3drap.it)  
[www.xgiovio.com](http://www.xgiovio.com)  
[www.rbverniciieincollanti.it](http://www.rbverniciieincollanti.it)  
[www.bemycompany.com](http://www.bemycompany.com)  
[www.saemimpianti.it](http://www.saemimpianti.it)  
[www.latavernettamercogliano.it](http://www.latavernettamercogliano.it)  
[www.edizionihypnos.com](http://www.edizionihypnos.com)  
[www.anankeproject.com](http://www.anankeproject.com)

#### Other Projects

- **Aes Implementation - Full JavaScript - 128/256/512 and bigger keys**  
[https://bitbucket.org/xgiovio/unisa\\_prog\\_sicurezza\\_aes\\_2014\\_2015](https://bitbucket.org/xgiovio/unisa_prog_sicurezza_aes_2014_2015)
- **Shop Management - GUI + Command Line - Java SE**  
<https://bitbucket.org/xgiovio/project-unisa-for-shop-management-file-based-gui>  
<https://bitbucket.org/xgiovio/project-unisa-for-shop-management-file-based-commandline>
- **Openstack Swift Backup / Restore Tool - Python3**  
<https://bitbucket.org/xgiovio/openstack-swift-backup-restore-tool>
- **iOS ipa Resign with Frameworks and Plugins - Bash Shell**  
<https://bitbucket.org/xgiovio/ios-ipa-resign>

#### Activities and Awards

- **Achievements:** WeStart Challenge Finalist (3rd place 3drap.it), selected for Smau Berlin (3drap.it), shipped prototypes to a Formulal Team (3drap.it), awards and articles from worldwide newspapers (3drap.it).
- **Participation in the following workshops:** Camera Tracking, Laboratory of Acting, Character Design and Animation. (2008-2010)
- **International Mathematical Games Championships** - National Semi-finals at Bocconi University (Milan), gyms Mathematics, Physics, Chemistry, Computer Science and ENVIRAD project at the National Institute of Nuclear Physics (Naples). (2006-2008)
- **1st place, FIPE**, Italian Championship Regional Bench Press 2015
- **7th place, FIPE**, Italian Championship Regional Bench Press 2016

#### Driving Licence Category B vehicle

**Hobbies Sport** (Gymnastics, Cycling, Volleyball), Photography, Cinema, Hardware Assembly