

# Luca Alberto Salvagno

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## PROFESSIONAL SUMMARY

I am an experienced and passionate **FX artist** 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.

## SKILLS

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

## EXPERIENCE

### FX Artist

#### Render Film srls

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, Lava) in Houdini, with multiple OS.
- Knowledge and use of VEX, HScript, Python, Lighting, Shading and Rendering using Solaris/Katana, Vray and Redshift.
- Implementation of a real-time pipeline, leveraging a diverse range of software tools, speeding up the pre production process by 20%.
- Implementation of tools such as Asana/Slack and Git to organize workload and ensure client deadlines were met.

### TD/FX Artist

#### Felice Limosani Studio

Florence, Italy

Driving the technical direction of audio-reactive performances, creating art directable systems with a keen sense of aesthetics and creative innovation.

- Developed visually stunning audio-reactive performances leveraging creative problem-solving skills, math and knowledge of 3D, delivering over 12 optimized templates.
- 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

- "iTERaTOR", interactive 360 audio installation, endorsing 4x OD-11. The installation took place during COVID-19 Lockdown and couldn't take place in person.

### Freelance Content Creator

#### Teenage Engineering

Italy

- Step-by-Step video tutorial regarding advanced functionality of Teenage Engineering OP-Z inside the DMX environment.

### 1st Assistant Camera/DIT

#### Darkside srls

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

**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).

### Co-Organizer Fire In The Wood Festival

Fire In The Wood • August 2018 - June 2023

- 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		
<b>Bachelor of Arts in Film</b> Falmouth University • Falmouth, UK • 2020 • <b>4.0</b>	<b>Avid Pro Tools User</b> Avid Technology, Inc • 2016 Proficient in audio for multimedia projects.	<b>Italian</b> Native	<b>English</b> Fluent	<b>Spanish</b> Beginner