

# CARMINE AGNONE

## LEAD MATCHMOVE/LAYOUT ARTIST

### Profile

After University, I worked as cameraman/editor for a post-production company, in Genoa (Italy) for 5 years. Seeking greater challenges, following my dream to work in VFX, I moved to London in 2010, where after an Intensive ESCAPE Studios course I started working as matchmove artist, had the big chance to lead a team, teaching and managing time and resources, working on big blockbusters film and tv.

### Contact

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### Professional Experience

August 2013 – Present

– **Matchmove Lead at ONE OF US** London

Jurassic World 2: Fallen Kingdom (2018) Star Wars: The Last Jedi (2017) The Crown (2016) Revenant (2016) Assassins Creed (2016) Miss Peregrine (2016) Mission Impossible: Rogue Nation (2015) Terminator: Genisys (2015) Everest (2015) Paddington (2014) Jupiter Ascending (2015) Exodus (2014) Monuments Men  
*Mono/Stereo Matchmove Lead, layout, obj tracking, modeling*

May/June 2013

– **Matchmove Artist at DOUBLE NEGATIVE** London

THOR: The Dark World (2013)  
*Matchmoving, Bodytracking, object tracking*

September 2012/March 2013

– **3D Generalist at TONTO FILM/BBC/PIXOMONDO** London

DA VINCI'S DEMONS (2013) Season 1 / 8 episodes  
*Matchmoving, modeling, texturing, lighting, photogrammetry*

January/March 2012

– **Matchmove Artist at MPC** London

DARK SHADOWS (2012) WWZ (2013) GODZILLA teaser  
*Matchmoving, object tracking, layout*

September/November 2011

– **3D Generalist at BASEBLACK** London

DREDD (2012) TRAP FOR CINDERELLA (2012)  
*Modeling, texturing, lighting, rendering*

From 2006 to 2010, Genoa – ITALY

– Cameraman/Video Editor at **IMAGE CORPORATION**

*Filming, Editing, mgraphic, web design, dvd authoring*

### Education

– **VFX Intensive Course at ESCAPE STUDIOS** Jan/Apr 2011

– **University of Genoa / Arts, Music & Media** 2002/2005

Tv & Cinema video production

### Skills Overview

Working in Italy and UK for medium/big size company and freelance agencies gave me the right expertise to manage my own business, time and the experience to work with a team! I'm a flexible artist, adapting myself to any kind of work environment, trouble solving.

### Computer Skills

Maya  
3D Equalizer  
Nuke  
Syntheyes  
Photoscan  
PFtrack  
Mocha  
3D Coat  
Photoshop  
Adobe After Effects  
Adobe Premiere  
Adobe Dreamweaver  
Web Design/HTML/Flash  
Windows/Linux User

### References

*References Available  
Upon Request*

