

CARMINE AGNONE

3D GENERALIST

Profile

After University, I started working as cameraman for a video production house, in Genoa (Italy).

For five years, I specialized in editing and digital compositing 2d especially for television and corporate videos.

Seeking greater challenges, after an intensive course at Escape Studios, "VFX Production", I started working at BASEBLACK as 3D generalist acquiring new knowledge and much experience, working on feature films and tv series shots.

Professional Experience

- September 2011 – Present
3D TD at BASEBLACK
London, United Kingdom
Working on
DREDD (2012)
TRAP FOR CINDERELLA (2012)
- From 2006 to 2010:
Video Editor/2D Compositor at IMAGE CORPORATION
Editor for Documentaries, Service News, Corporate Video,
2D Motion Graphics for tv shows intro, bumper, promo
and DVD Authoring for editorial publications.

Education

- From 10th January to 1st April '11
VFX Production Intensive Course at ESCAPE STUDIOS
Tutor: Simon Fenton/Lee Danskin/Daniel Shutt
An intensive course to compete for jobs as a VFX artist,
learning Maya 2011 and Nuke, produce a VFX shot from
start to finish.
- From 3rd to 6th August 2010:
VFX Comprehensive Short Course at ESCAPE STUDIOS
Tutor: Mark Spevick
An excellent overview of the basic requirements and
knowledge to work in the world of VFX.
- From 2002 to 2005:
University of Genoa Discipline of Arts, Music & Shows
I studied theory and practice of video production for
television and low budget cinema.

Contact

M: +44 (0) 7423335067

M: +39 347 9238298

info@carmineagnone.com

www.carmineagnone.com

vimeo.com/carmineagnone

linkedin.com/in/carmineagnone

Skills Overview

Working in a medium size company, and communication agencies as freelance gave me the right expertise to work in teams, collaborating with different people in different company.

Computer Skills

Maya
Matchmover
PFtrack
3D Equalizer
Nuke
Mari
3D Coat
Photoshop
Adobe After Effects
Adobe Premiere
Adobe Encore
Adobe Dreamweaver
Web Design/HTML/Flash
Software/Hardware Setup
Windows/Linux User

References

Daniel Shutt
yen_sid@hotmail.com

Fredrik Sundqvist
fredrik@baseblack.com