

Carmine Agnone



carmineagnone@gmail.com



+44 (0) 7423335067



[linkedin.com/in/carmineagnone](https://www.linkedin.com/in/carmineagnone)



<http://www.carmineagnone.com>

Summary

After University, in 2006 I started working for a video production company in Genoa (Italy) for SKY TV, editing Corporate videos and Documentaries for 5 years.

Seeking greater challenges chasing my dream to work in VFX I moved to London, where in 2011 I finally realised it, working full time on feature films and tv series.

To know the rest and other news, STAY TUNED!

REEL 2018 <http://vimeo.com/carmineagnone/2018>
Pass: please ask here carmineagnone@gmail.com

Experience



Unreal Engine Fellowship / FALL 2020

Epic Games

Oct 2020 - Present (3 months +)

The Unreal Fellowship is a 30-day intensive blended learning experience designed to help experienced industry professionals in film, animation, and VFX learn Unreal Engine, develop a strong command of state-of-the-art virtual production tools, and foster the next generation of teams in the emerging field of real-time production.



Lead Layout Artist | ILM TV

Industrial Light & Magic

Oct 2018 - Oct 2020 (2 years 1 month)

Responsibilities: managing TV Layout team, shotwork, training

Task: matchmoving, object tracking, bodytracking modeling, layout

Software: Zeno, 3DEqualizer, Maya, Nuke



Lead Matchmove | 3D Generalist

One Of Us

Aug 2013 - Oct 2018 (5 years 3 months)

Responsibilities: managing a team of 6 layout artist, bidding, third party collaborations

Task: mono/stereo matchmoving, object tracking, modeling, uv, layout

Software: 3DEqualizer, Maya 2014, Nuke



Bodytrack/Matchmove Artist

DNEG

May 2013 - May 2013 (1 month)

Tasks: bodytracking, object tracking, matchmoving

Software: Maya 2012, 3Dequalizer



Matchmove Artist

Fluid Pictures

Apr 2013 - May 2013 (2 months)

Tasks: Matchmove/Object tracking

Software: Syntheyes 2012, Maya 2014



3D generalist on Da Vinci's Demons

BBC Studios

Sep 2012 - Mar 2013 (7 months)

Tasks: matchmoving, retopology, modeling, texturing, lighting, rendering

Software: Syntheyes, Maya 2012, 3DCoat, Agisoft PhotoScan, Adobe After Effects, Photoshop



Freelance VFX artist

Keyframe Studios Limited

Jun 2012 - Jul 2012 (2 months)

Tasks: AFX Compositing, keying, matchmoving

Software: After Effects, Mocha



Matchmove Artist

Moving Picture Company

Jan 2012 - Mar 2012 (3 months)

Tasks: matchmoving, layout

Software: 3Dequalizer, Maya 2012, Shake, Nuke, Alfred



Junior 3D TD

BASEBLACK

Sep 2011 - Oct 2011 (2 months)

Tasks: modeling, texturing, lighting, rendering

Software: Maya 2011, Photoshop, Mari, 3dCoat, Nuke



- Video Editor/Compositor

Image Corporation Multitasking

Mar 2006 - Dec 2010 (4 years 10 months)

I edited Documentaries, news, corporate videos, TV Ads, videoclip, Tv titles and graphics.

Software: After Effects, Premiere, Encore, Photoshop



- Teacher MOTION GRAP

Institute "Mazzini-Pancaldo-Martini", Savona - ITALY

Mar 2010 - Jun 2010 (4 months)

I taught students the basics of video postproduction and compositing techniques using Adobe Creative Suite, in a course of 3 months.



- Teacher

Scuola Media Statale "G.Ruffini" di Taggia

Feb 2010 - May 2010 (4 months)

I taught the student (12 years old) the basics of video, television and video editing techniques. The course goal was to better understand the television medium, its language, pros and cons.



- Scientific Explainer

Festival della Scienza - Genoa

2008 - 2010 (3 years)

Explain scientific exhibit (Arguments: Optic, Mathematic, Phisic, Robotic Systems, Machine Learning and New Technologies) during the 14 days Science Festival in Genoa.

Education



ESCAPE STUDIOS London

VFX Artist, VFX for Production

2010 - 2011

10th January 2011 – 1st April 2011 London, United Kingdom

VFX course for production

tracking, modeling, texturing, advanced lighting, advanced rendering, and compositing



Università degli Studi di Genova

Arts, Music and Cinema

2002 - 2005



Liceo Saccheri - San Remo (IM)

Maturità Scientifica P.N.I, Piano nazionale di informatica

1998 - 2002

Licenses & Certifications



3DEqualizer Certified Freelancer - Sci-d-Vis




UNREAL FELLOWSHIP Virtual Production Fall 2002 - Epic Games

Skills

Visual Effects • Compositing • Maya • After Effects • 3D • Post Production • Nuke • Lighting • Tiramisu' • Modeling

Honors & Awards

 **2017 Emmy Nominations for outstanding special visual effects in a supporting role on THE CROWN /Netflix - 69th Emmy Awards**

Jul 2017

THE CROWN - episode: "Windsor" - Netflix

Carmine Agnone, Lead Matchmove Artist (matchmove team Davide Bigotto, Andrea Umberto Origlia, Will Philips, Tiffany Hall)

 **2018 Emmy Nominations for outstanding special visual effects in a supporting role on THE CROWN /Netflix - 70th Emmy Awards**

Jul 2018

The Crown Season 2 - Episode Misadventure • Netflix

Left Bank Pictures in association with Sony Pictures Television

Carmine Agnone, Lead Matchmove Artist (matchmove Team: Adrien Delecroix, Alessandro Caruso, Alicia Saleh, Angel Cano, Rafael Martins, Dan Stenhouse)

 **2020 Emmy Winning TEAM for Outstanding Special Visual Effects on THE MANDALORIAN/Disney+**

Sep 2020

THE MANDALORIAN Chapter 2: THE CHILD

Carmine Agnone Layout Lead (Layout team: Marta Errera, Corinne Cowgill, Abbie Kennedy, Ian Joli, Alex Beadle, Samuel Jackson, Jenzel Fantolgo, Andy Mulligan, Paul Ashall)

 **2018 Emmy Winning TEAM for Outstanding Special Visual Effects in a supporting role on THE ALIENIST / TNT**

Sep 2018

THE ALIENIST "The Boy On The Bridge"

Carmine Agnone Lead Matchmove Artist

Team: Adrien Delecroix, Alessandro Caruso, Alicia Saleh, Angel Cano, Rafael Martins, Yanko Slavov