



VITTORIO LEONE

3D TECHNICAL ARTIST

CONTACT

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- Linkedin

ABOUT ME

My passion originates from the world of cinema and extends to video games. I studied at IED in Rome from 2018 to 2021, specializing in CGI with a focus on rigging and CFX. I thoroughly enjoy the interaction between all departments and am committed to continuous learning and collaboration across the CGI pipeline.

INTERPERSONAL SKILLS

Ability to prioritize and manage multiple tasks at one time

Self-motivated artist

Strong understanding of animation principles, body anatomy, and facial expression

Strong interest in learning new tools and methodologies of work

LANGUAGES

- Italian: Native
- English: Advanced
- Spanish: Basic

EXPERIENCE

ArxAnima - Rigging Artist

December 2024 - November 2025

- 'Monstrous Mia'
 - 'Rabbit Accademy 3'
 - Pirate Mo & the Legend of the Red Ruby
- #### Moonshot CGI - Rigging Artist
- November 2024 - January 2025
- 'Primitive war'

Al One s.r.l - Rigging Artist - Cfx Artist

June 2023 - December 2024

- 'Forest'- Internal Movie

Rainbow CGI - Rigging Artist

April 2022 - June 2023

- 'Mermaid Magic' - Netflix
- 'Blippi Wonders 2'
- 'Super Kitties'

Arx Anima - Rigging Artist

Freelencer

- 'Undisclodsed project '

22Dogs s.r.l - Rigging Artist - Asset Creator

Freelencer for Previz(previsualization) production

- 'Rebelmoon - part 1' - Netflix
- 'Harold and the purple crayon' - Prime Video
- '65' - Netflix

Centounopercento- Rigging Artist

Freelencer

- 'A tutto Ritmo' - Salmo Videoclip

EDUCATION

2018- IED-Istituto Europeo Di Design

2021 Graduated in New Art Technologies at European institute of design, computer generated animation

2019 Puppeteer Lounge

Puppeteer Lounge, Workshop 2, Character Set Up

2017- Istituto Volta

1028 Certificate of Attendance, CGI Animation

SKILLS

RIGGING



CFX/VFX



PYTHON



PREVIZ



GENERALIST



SOFTWARE

MAYA



HOUDINI



MGEAR-KANGAROO-ARISE



BLENDER



UNREAL ENGINE

