Contact

+393290658252 (Mobile)
ottobrando@gmail.com

www.linkedin.com/in/renderotto
(LinkedIn)
www.ottobrando.com/ (Personal)
www.cglighting.net/ (Other)
www.imdb.com/name/nm4196977/
(Portfolio)

Top Skills

Feature Films
Visual Effects
Lighting

Languages

Italian (Native or Bilingual)
English (Professional Working)
Spanish (Full Professional)

Certifications

Arnold Render - Betatester and
Evaluation

Honors-Awards

GOYA Award Winner "Best
Animated Film"
BAFTA Children's Independent
Production Company Award Winner
2012
Showcase of Impressive 3D
Characters
Best Sim/Strategy Game

Publications

RenderOut
Interview 3dagain
Interview

Ottaviano Brando

Founder Uchi Vfx / Cg Sup.
Greater Milan Metropolitan Area

Summary

>> COVER LETTER: <<
Ciao! Hi! Hola!
I'm Ottaviano Brando, but most people call me Otto (it's quicker
and has a nice ring to it). With years of experience in lighting,
supervision, and storytelling, I've worked on over 40 projects with top
studios like Framestore, Cinesite, MikrosAnimatio and more.
Since founding Uchi VFX, I've collaborated with talented teams
across Europe to craft visuals that excite, surprise, and sometimes
make people say, "Wow, how did they do that?" These experiences
taught me not just the art of lighting but also the value of teamwork,
problem-solving, and leading with positivity.
My passion for photography inspired me to create a lighting course
on cgLighting.net to mentor the next generation of artists. Helping
others grow is a key part of who I am.
As a supervisor, I build strong client relationships and create a sense
of camaraderie within teams. I believe great work is about people,
trust, and collaboration.

Experience

Uchi vfx
Founder / CgSup
February 2023 - Present (2 years)
Milano, Malta & Valencia

Uchi VFX is a studio specialising in VFX, CG and 3D animation.
Are we the artistic partner by your side, utilizing a cohesive VFX toolkit across
the full production spectrum, to realize your creative vision.

Our expertise lies in the development of superior quality content for film
production companies and media agencies.

We also play a crucial role as a primary partner for other studios specialising in animation and vfx, providing high-quality 3D resources,on-set supervision and throughout the production phase.

Join our family!

cglighting.net
Founder
November 2014 - Present (10 years 3 months)
Online

The official course that introduces students to the thorough understanding of engine Arnold Render by Solidangle.

You will have advanced knowledge of each stage technique and artistic software as well as a special course of study focused on lighting for production.

Teacher of Arnold rendered by Solidangle: www.solidangle.com/support/education-and-training

For the online course: www.cglighting.net

Facebook page: www.facebook.com/cglighting.net

Instagram page: www.instagram.com/cglighting.net_

Blue Zoo Animation Studio
Lead Lighting & Compositing Artist
July 2024 - December 2024 (6 months)
Londra, Regno Unito

Lego city no limits shorts
Season 3 Lego city no limits

Software: Unreal Engine, Nuke

Blue Zoo Animation Studio
Lighting & Comp Supervisor
March 2023 - April 2024 (1 year 2 months)
Londra, Regno Unito

Managing two teams in both the lighting and compositing departments.

Supervising and controlling the quality and continuity of shots for all episodes of the series.

Selection and assignment of keyshots with assessment of the difficulty of each shot.

Managing technical and artistic issues with the department heads of each area.

Working closely with the director and production to manage production schedules.

Working on master shot and fixing QC problems for all episodes.

Motivation and stress management of teams with production support and HoD.

Interview and selection of candidates for an artist position in the team and evaluation with the HoD of the people to be hired.

Software: Maya, Redshift, Nuke, AfterEffects

Puppetworks Animation Studio
Lighting & Comp Supervisor
April 2023 - March 2024 (1 year)
Budapest, Ungheria

Lighting & Comp supervisor for cinematics for various international projects .

Support to the EOD on project management and artistic assistance and collaboration on communication with the client.

Management and organisation of the project's

Artistic and technical supervision of the project based on the client's requirements and the art director's guidance.

Software: Maya, Arnold Render, Nuke

Ubisoft Milan
Lead Lighting Artist

April 2021 - March 2023 (2 years)
Milano, Lombardia, Italia

Mario + Rabbids Sparks of Hope
Mario + Rabbids Sparks of Hope DLC 1 / 2 / 3

Skyup Academy
Workshop Special Guest
January 2023 - February 2023 (2 months)
Montebelluna, Veneto, Italia

Workshops in lighting and lookdev for school pupils.
We talked about the basics that an artist must have in order to start working in the world of 3D in both animation and vfx.

NOH STUDIOS
Sr. Lighting Artist
May 2022 - August 2022 (4 months)
Madrid - Remote

TEAM SWAT
Sr. Lighting Artist
May 2022 - August 2022 (4 months)
Colombia - Remote

Presencias (Luis Mandoki) - Netflix Film
- https://www.imdb.com/title/tt14212142/reference/

HAMPA STUDIO
Lighting Artist
March 2022 - May 2022 (3 months)
Valencia, Spagna - Remote

TV animation series, new CryBabies, Bf series and more...

Kabum Film Experience
Cg Supervisor
December 2018 - April 2022 (3 years 5 months)
Bari - Remote

IN Capital Studios
Sr. Lighting Artist
November 2021 - November 2021 (1 month)
Los Angeles - Remote

Attraktion! Group of Companies
Lighting Supervisor
March 2021 - November 2021 (9 months)
Austria - Remote

Artithesi Scuola di creatività digitale
Teacher & assistant school director
November 2019 - November 2021 (2 years 1 month)
Roma, Lazio, Italia

Lighting teacher in online masterclass:

https://artithesi.thinkific.com/courses/3dlighting

Dallara
Teacher
April 2020 - April 2020 (1 month)
Italia

During the specialization course I taught the 3d art department the correct workflow for the production of videos and images of high visual impact.

I have implemented a Production pipeline in their structure that allows the connection and correct flow of information and data between departments.

I assisted 3d artists in their professional growth so that each work is supervised in the correct way and that the product is always at the highest level of quality.

Al-one S.r.l.
Lighting Supervisor
February 2019 - March 2020 (1 year 2 months)
Rome Area, Italy

http://www.al-one.it/

> Project: Trash - Feature film (2019)

>> Responsibilities: <<

> Distribution of work based on the assessment of the personal skills of the artists.
> Leadership in the management of timing in deadline, with capacity to relate to all levels of artists and between departments.

> Ability to create a cohesive group for the processing of projects under stress and in timing short delivery.
> Creating lighting set ups and working with him
> Creating efficient rendering set ups in order to optimize render farm usage
> Development and optimization of lookdev, lighting and compositing pipeline in Maya and Arnold Render ambient.
> Research and development together with the TD departmentt of tool for a linear and efficient workflow.

OS: Windows 10
Software: Maya - Arnold Render 5 - Deadline

Black Sheep VFX
Lighting & Lookdev Teacher
January 2020 - February 2020 (2 months)
Rome, Italy

Arnold teacher for advance masterclass in lighting and lookdev.

Istituto Europeo di Design
Thesis Supervisor
July 2019 - July 2019 (1 month)
Rome Area, Italy

Thesis supervisor for the 2019 academic year.

Evaluation of the video game developed as a thesis.
Analysis and evaluation of the candidates, their exposure and the technical characteristics of each of them.

Skyup Academy
Teacher Special Guest
April 2019 - April 2019 (1 month)
Belluno Area, Italy

Lighting workshop in animation and vfx production.
https://www.skyupacademy.it/

Cinesite
Sr Lighter - Lookdev TD
November 2018 - February 2019 (4 months)
London, United Kingdom

Avengers: End Game (2019)

OS: CentOs Linux 7.2

Software: Gaffer (Image Engine Design) - Arnold Render 5 - Ftrack - Tractor

Worldwide FX
Sr Lighter / Lookdev TD
September 2018 - November 2018 (3 months)
Sofia - Bulgaria

HELLBOY : RISE OF THE BLOOD QUEEN - (2019)

OS: CentOs Linux 7.2

Software: Katana 3.02 - PrMan - Nuke - Trak - RoyalRender

Responsible of:

- setup shot

- lighting (extension set and creatures) and lookdev (creatures and props)

- optimization lighting e render setting

- problem solving

- render

of Master location shot,

- shot sequence

EASDA - Escuela de Arte y Superior de Diseño de Alicante
Lighting teacher
July 2018 - August 2018 (2 months)
Las Palmas De Gran Canaria, Spagna

Masterclass in lighting and lookdev with MAYA, ARNOLD RENDER, NUKE.

IN Capital Studios
Lighting & Lookdev Supervisor
June 2018 - August 2018 (3 months)
Valencia, Spain

Commercials - Cosmos

OS: Windows 10

Software: Maya 2017 - Arold 5.0 - Nuke - Zync Google

Cinesite
Sr Lighter - Lookdev TD
November 2017 - March 2018 (5 months)
London

Avengers: Infinity War (2018)

OS: CentOs Linux 7.2
Software: Maya 2017 - Arnold Render 5 - Ftrack - Tractor

Responsible of:
- setup shot
- lighting (extension set and fx) and lookdev (liquid display Ebony Maw ship)
- optimization lighting e render setting
- problem solving
- render

of Master location shot,
- shot sequence

PlanetaCG
Mentor
February 2017 - February 2018 (1 year 1 month)
Spain

Lighting istructor

Mikros Animation
Sr Lighting & Compositing artist
May 2017 - November 2017 (7 months)
London, United Kingdom

GNOMEO & JULIET: SHERLOCK GNOMES (2018, Paramount Animation, MGM, Rocket Pictures)

Responsible of:
- setup
- lighting
- optimization
- problem solving
- render

of Master location shot,
- shot sequence

Software: Katana, Arnold Render, Shotgun, Tractor, Nuke

OS: Fedora

Blue Dream Studios Spain
Lighting Supervisor
December 2014 - December 2016 (2 years 1 month)
Valencia, Spain

The Animal Crackers Movie - Feature film (2016)

---*----

>> Responsibilities: <<

> Distribution of work based on the assessment of the personal skills of the artists.
> Leadership in the management of timing in deadline, with capacity to relate to all levels of artists and between departments.
> Ability to create a cohesive group for the processing of projects under stress and in timing short delivery.
> Creating lighting set ups and working with him
> Creating efficient rendering set ups in order to optimize render farm usage
> Development and optimization of lookdev, lighting and compositing pipeline in Maya and Arnold Render ambient.
> Research and development together with the TD departmentt of tool for a linear and efficient workflow.

---*----

Primary responsibility is to oversee the day-to-day operations of the lighting, lookdev and compositing teams ensuring that the lighting of the shots is created according to the creative direction and visual style of the animated feature.

https://www.facebook.com/AnimalCrackersMovie

Software: Maya - Arnold Render - Nuke - Shotgun - Photoshop - Internal tools
OS: Windows

Masked Frame Pictures
Cg Supervisor
April 2016 - October 2016 (7 months)
on line project

ECHO by Victor Perez

Feature short film (2016)

first time ever syncronised motion control rigs Cyclops® and Bolt® based on virtual mirrored spatial coordinates by Tomas Tjernberg. Shot on RED Epic Dragon.

Software: Maya - Arnold - Nuke
OS: Windows

Barreira Arte + Diseño
Special Guest
December 2015 - December 2015 (1 month)

Axis Animation
Sr Lighting TD & Compositor
June 2014 - July 2014 (2 months)

Grey Goo - Cinematic project

> Responsible for the Assembly of scenes, check general, optimization of scene, lighting and compositing of mastershot.

Software: Houdini, Mantra & Fusion

EDI effetti digitali italiani
Sr Lighting TD & LookDev Artist Freelance
March 2014 - May 2014 (3 months)

Software: Maya - Arnold - Nuke - InternalTools - OS: Ubuntu / Linux

> Responsible for setup, optimization, lookdev, lighting and compo of medium and hard production shots for:
> SPOT
Smeg
Orange Mobile
Smeg - Tecnologia che arreda
MTS Mobile
Misura
Sammontana
Estathe'

>FEATURE SHORT FILM FULL CG
La leggenda di Tarantasio

BigRock Institute of Magic Technologies
Mentor at the Workshop - "Lighting and compositing for feature film"
November 2013 - November 2013 (1 month)

Workshop dedicated to all lovers of the CG who want to learn the basics of lighting, but also for professionals who already know about it and who want to deepen and improve their level.

AnimSchool
Lighting Artist
August 2013 - October 2013 (3 months)

Responsible for some lighting, rendering, and compositing shots for student showcase.
Shot Min: 1,06 Camilo Guaman
Shot Min: 3,24 Min Hong

Catmandu
Sr Lighting TD
November 2012 - June 2013 (8 months)
Argentina, Buenos Aires

Futbolin / Metegol -
Lighting / Compositing on the 3D Animation Film directed by Juan Jose Campanella.

> Responsible for setup, optimization, lighting and compo of medium and hard production shots.

Software: Maya - Arnold - Nuke - InternalTools

Passion Pictures
Sr Lighting TD freelance
October 2012 - October 2012 (1 month)

EE - Fenton 4GEE Remaster - spot tv

Software: XSI - Mental Ray - Nuke

Framestore
Environment Lighting Td - Lookdev
November 2011 - October 2012 (1 year)

47 Ronin

- Look Dev / Environment Lighting

Feature film (2013) Universal Pictures

The Dictator
- Trees and appearance in the crowd
Feature film (2012)

OS: Linux - Fedora 12

Software:
SpeedTree - Maya - Mudbox - Mari - Arnold - Nuke - InternalTools

Blue-Zoo Productions
Sr Lighting TD - Lookdev
May 2011 - November 2011 (7 months)

Tree Fu Tom - for the BBC's - TV series

Software: Maya - Mental Ray

Universal Production Partners
Lighting TD
February 2011 - March 2011 (2 months)

Red Tails - 20th Century Fox

Software:
XSI - Maya
Mental Ray

Walking The Dog
Lighting & Compositing Artist
November 2010 - February 2011 (4 months)

Working on the animated film feature "A monstre in Paris"

Software:
XSI
Mental Ray
Nuke

NOH STUDIOS
Lighting & Compositing Artist
September 2010 - November 2010 (3 months)

Micromonsters "Fluffs"- Disney series

Software: 3DS Max - Mental Ray - Nuke

Vision Digital / Direct 2 Brain
Lighting - Shading Artist
August 2010 - September 2010 (2 months)

Kinematics of "king abdulaziz international airport"

Software: 3D studio Max - Vray - Plug in

Green movie
Lighting & Compositing Artist
June 2010 - July 2010 (2 months)

TV commercials

Software: Xsi - nuke

Upgrade Center
Mentor 3ds Max - Mentalray - Vray
November 2009 - July 2010 (9 months)
Milan

Lighter and Trainer 3D Studio Max and Vray

Cibo is what
Lighting Artist
April 2008 - July 2009 (1 year 4 months)

Advertising spot

Software: 3ds Max - Vray

Comix
Generalist
April 2006 - June 2008 (2 years 3 months)

Specialized in printing small and large formats.

Thorough use of solvent and water based plotters.

Ability to solve technical problems both hardware and software for printers and vector and raster graphics.

———

Education

Sapienza Università di Roma

Laurea, Grafica e Progettazione Multimediale · (2003 - 2006)

CGSociety - Arnold For Production

Master's Degree, with Boaz Livny · (2014 - 2014)

Advanced Nuke™ Compositing Training

Advanced training, Compositing · (2014 - 2014)

Lighting Masterclass: Painting with light by EDU MARTIN

Masterclass on-line · (2014 - 2014)

CG Society - Compositing with Feature Animation

with Nick DeBoar · (2012 - 2012)