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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

CEO in Uchi Vfx / Cg Sup.

Greater Milan Metropolitan Area

Summary

>> COVER LETTER: <<

Ciao!

I am Ottaviano "Otto" Brando and I am here to share my story in the world of visual effects and lighting. Since I founded Uchi vfx, I have mixed my passion for the job with years of experience around Europe, creating images that excite and surprise. I supervise a team of talented artists, working together to advance our vision.

Over the years, I have had the opportunity to work on over 40 projects with renowned companies such as Framestore, Cinesite and many others. These experiences have taught me a lot and helped me grow as a professional in the industry. My passion for photography also led me to create a lighting course on cgLighting.net, with the aim of training and inspiring the next generation of artists.

Today, I focus on being a supervisor and creating strong relationships with our clients, as well as advising companies in need. I enjoy working closely with the team, facing challenges and achieving ambitious goals together.

I am always looking for new challenges and opportunities to grow and learn. I look forward to continuing this exciting journey and meeting passionate people like me in the industry.

Keep in touch.

Experience

Uchi vfx

CEO / Exc Producer / CgSup

February 2023 - Present (1 year 4 months)

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 (9 years 7 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

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.

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.

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 department 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 - Arnold 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 instructor

Mikros Animation

Sr Lighting & Compositing artist

May 2017 - November 2017 (7 months)

London, United Kingdom

GNOME & 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)

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>> Responsibilities: <<

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- > 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 department of tool for a linear and efficient workflow.

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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 synchronised 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)