

CRISTIANA COVONE

HOUDINI FX / CFX Artist

cristiana.covone@gmail.com | Resident in Germany EU | Settled Status/Indefinite Leave in the UK

PROFESSIONAL EXPERIENCE / CREDIT LIST

- **FX Artist - Pixomondo** | Stuttgart, Germany **Mar 2020 - present**
RnD, LookDev and FX simulation/assets.
- **CFX Artist - Jellyfish Pictures** | London, UK **Dec 2020 - Feb 2021**
[Freelance]
Setup creation for cloth and hair simulations on a DreamWorks animated feature.
- **Lecturer / Content Creator - Bournemouth University** | UK **Nov 2020 - present**
[Freelance]
Houdini Lecturer and Tutor for the Faculty of Media and Communication - MA Digital Effects
- **FX Artist - Jellyfish Pictures** | London, UK **Mar 2018 - Mar 2020**

“WATCHMEN”, HBO | 2019 | *TV Series*

RnD and water FX simulation on *episode 5*. FX LookDev and mist simulation on *episode 8*.

“ABOMINABLE FOR MCDONALDS”, DREAMWORKS ANIMATION | 2019 | *Commercial*

Create, develop, and modify FX asset setup for flying dandelions. Blue Magic FX.

“ABOMINABLE FOR CHANDO”, DREAMWORKS ANIMATION | 2019 | *Commercial*

RnD, LookDev and FX work for flying petals simulation. Splashes and droplets FX shot work.

“HOW TO TRAIN YOUR DRAGON: HOMECOMING”, DREAMWORKS ANIMATION | 2019 |

TV Special

FX Look Development, Asset Creation, and shot tasks: fire, dust, particles, destruction and snow simulations. Also responsible for shading volumetric elements using Maya.

“NATURALIS BIODIVERSITY CENTER” | 2018 - 2020 | *Museum Exhibition*

FX LookDev and shot work for visual tour video projections: destruction, CFX plants and smoke simulation. Also responsible for lighting and rendering using Maya.

“THE INNOCENTS”, NETFLIX | 2018 | *TV Series*

RnD, LookDev and FX work for water simulation. Also responsible for lighting using Maya.

“HORRIBLE HISTORIES THE MOVIE - ROTTEN ROMANS”, BBC FILMS | 2019 | *Film*

RnD, LookDev and FX work on destruction and smoke elements for the title sequence. Also responsible for lighting and shading volumetric elements using Maya.

- **FX & Lighting Artist - Jellyfish Pictures** | London UK **Jan 2017 - Mar 2018**

“**DENNIS AND GNASHER: UNLEASHED!**”, SEASON 1, CBBC | 2017 - 2018 | TV Series
FX Look Development, Asset Creation, and shot tasks: fire, explosion dust, particles and snow simulations. Also responsible for shading volumetric elements using Maya.

EDUCATION

- **Bournemouth University, UK** **Sep 2015 - Oct 2016**
DIGITAL EFFECTS MASTER'S DEGREE, *Award MA with Distinction*
- **Strate College, Paris - France** **Sep 2013 - Mar 2014**
INTERACTIVE DESIGN, Undergraduate Exchange Program
- **Polytechnic University Of Turin, Italy** **Oct 2011 - Dec 2014**
BACHELOR'S DEGREE IN DESIGN AND VISUAL COMMUNICATION, *109/110*

TECHNICAL EXPERIENCE / SKILLS

- Proficient with: **Houdini, Maya, Nuke, Premiere, Photoshop, After Effects**
- Working Knowledge of: **Arnold, Redshift, V-Ray, 3dsMax, Shotgun**
- Scripting Languages:
 - Beginner: **Vex, HScript, Python**
- Comfortable with: Linux, Windows, OSX
- Fluent in: **English, Italian (Native)**; Intermediate level of **French**.

REFERENCES

- **Dave Cook** - Head of 3D at Milk VFX: *Itsdavidcook@gmail.com*
- **Denis-Jose Francois** - VFX Supervisor at DNEG: *denisjos@gmail.com*
- **Jonathan Cheetham** - VFX Supervisor / Head of 2D at Jellyfish Pictures: *jonathan.cheetham@jellyfishpictures.co.uk*

AWARDS

- ★ **HOW TO TRAIN YOUR DRAGON: HOMECOMING** | 47th Annie Awards Nomination | 2020
Nominated for “Outstanding Achievement for Animated Effects in an Animated Television/Broadcast Production”.