

# Romy Tesei

CG Supervisor | Lighting TD

I am a CG Supervisor & Lighting TD with 9 years of experience in the CG productions for advertising industry. In 2004 I started to work as freelance 3D artist and web designer and during the years I worked on many different print & animation productions. My specialties are realistic renderings, shading, lighting, optimizing, finishing renderings and compositing.

## Responsibilities:

- Leading interactive/video projects and guiding teams to develop creative executions.
- Providing direction to generate inspirational, conceptual and creative ideas through the design team.
- Supervising and inspiring the creative team.
- Create photo-real 3D imagery and animated content for television commercials and digital projects.
- Planning the shots, time management and project co-ordination.
- Drive creative 3D concepts with the team through good communication, planning, concepts/sketches, etc.
- Complete high quality work, on time and to specification.
- Breaking-down and quoting on complex CGI projects.
- Attending shoots and supervising VFX requirements on-set.
- Attending client meetings from initial pitches and concepts, through to project completion.
- Nurturing junior talent within the 3D/Interactive department including helping with technical and creative problems and passing on knowledge when necessary.

## JOB EXPERIENCE

**FREELANCER:** 2015-PRESENT

**LIGHTING TD:** PIXOMONDO, SEPT 2016 - DIC 2016

IRON SKY 2 layout development, lighting, shading and rendering.

**CG SUPERVISOR / CREATIVE DIRECTOR:** U6 STUDIO, 2008-2015

During my working period at U6 Studio I worked directly with final client and also with agencies like:

**Agencies:** Leo Burnett, DigitasLBI, McCann, Bolin Marketing, Boys&Girls.

**International Clients:** Whirlpool, Honeywell, Carmex, Dulux, Wilsonart, Poltrona Frau, Vitra, Rak Ceramics.

**Italian Client:** Ala, Babini Office, Ceramica Sant' Agostino, Composit, Lea Ceramiche, Diemme, Dilorio, Lube, Estel group, Ferri Mobili, Novalinea, LaFano, Linea Quattro, Vitra.



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## SKILLS

### PROFESSIONAL SKILLS

Adobe Photoshop, Illustrator

Adobe After Effect, Premiere

Autodesk 3ds Max

Autodesk Maya

V-Ray, Arnold

Nuke

Katana

### PERSONAL SKILLS

Leadership / Management

Supervising

Lighting

Compositing

R&D

**CO-FOUNDER , CTO:** Yousix.com, 2007-2008

Yousix is live streaming service with focus on music distribution.

Yousix.com is an ASP.NET-based social networking platform written in C# 2.0 which uses a SQL Server 2005 database. It is a 3-tiered web application developed with standard Asp.NET common practices, using Master Pages, User Controls, Themes, Membership management and roles.

The application includes image, audio and video upload functionalities, the latter being automatically converted in FLV format using Open Source software FFMPEG. Yousix integrates its own WebTv platform for live streaming based on Adobe Flash Media Server.

**FREELANCER:** 2004-2008

I have been a freelancer for three years as a 3d Artist, Web Designer, Macromedia developer.



## EDUCATION

**BACHELOR'S DEGREE INSTITUTE EUROPEAN OF DESIGN (MILAN):**  
MASTER OF DESIGN & COMPUTER GRAPHICS - 1998/2002

**SURVEYING INSTITUTE (FERMO):** 1992/1996



## ADDITIONAL

**LANGUAGES:** ITALIAN, ENGLISH

**HOBBIES & INTERESTS:** Advertising, Business, Photography, Movie, Animation, Playing guitar, Writing songs, Football, Basketball, Swimming.



## PORTFOLIO

to watch the videos, please click on the preview or in the details section.

Romy Tesei  
Showreel 2016  
CG Supervisor - Lighting TD



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## SKILLS

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Katana

### PERSONAL SKILLS

Leadership / Management

Supervising

Lighting

Compositing

R&D



## IRON SKY 2:

Feature Film, 2016

### Role:

Layout development, texturing, LookDev, Lighting & Shading, Rendering.

### Tools:

3ds Max, V-Ray.

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## FAST AND RED - R&D:

### Role:

Direction, LookDev, Animations, Lighting & Shading, Rendering, Compositing.

### Tools:

3ds Max, V-Ray, Craft Director, Nuke.

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## BMW M6 COUPE:

Commercial, 2016

### Role:

Direction, LookDev, Animations, Lighting & Shading, Rendering, Compositing.

### Tools:

3ds Max, V-Ray, Nuke.

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## GALAXY S6 EDGE PLUS:

Commercial, 2016

### Role:

Direction, LookDev, Lighting & Shading, Rendering, Compositing.

### Tools:

3ds Max, V-Ray, Nuke.







### LIPTON ICE TEA:

Commercial, 2016

**Role:**

Direction, LookDev,  
Lighting & Shading, Rendering,  
Compositing.

**Tools:**

3ds Max, V-Ray, Nuke.

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### JUICE DRINK:

Commercial, 2015

**Role:**

Direction, LookDev, Dynamic Sims  
Lighting & Shading, Rendering,  
Compositing.

**Tools:**

3ds Max, Realflow, Phoenix FD,  
V-Ray, Nuke.

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### BMW X6:

Commercial, 2015

**Role:**

Direction, LookDev, Lighting & Sha-  
ding, Rendering, Compositing.

**Tools:**

Maya, V-Ray, Nuke.

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### STEEL BREAK:

Commercial, 2015

**Role:**

Direction, Set Design, LookDev,  
Dust Sims, Lighting & Shading,  
Rendering, Compositing.

**Tools:**

3ds Max, Phoenix FD, V-Ray, Nuke.



### PERFECT DAY:

Short Film, 2014

#### Role:

Direction, Set Design, LookDev, Cloth Sims, Lighting & Shading, Rendering, Compositing.

#### Tools:

3ds Max, V-Ray, Nuke.

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### PLEASE DON'T DISTURB:

Commercial, 2015

#### Role:

Direction, LookDev, Fur Sims, Lighting & Shading, Rendering, Compositing.

#### Tools:

3ds Max, Ornatix, V-Ray, Nuke.

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### NY LOFT SPACE:

Commercial - Print, 2014

#### Role:

Direction, Live Action Supervisor, LookDev, Lighting & Shading, Rendering, Compositing.

#### Tools:

3ds Max, V-Ray, Nuke.

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### WILSONART - HOT ROD:

Commercial, 2013

#### Role:

Direction, LookDev, Lighting & Shading, Rendering.

#### Tools:

3ds Max, V-Ray.