

Stefano Jannuzo - CV
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Education

July 1986: Liceo Valsalice of Turin : Scientific Diploma.
July 1992: University of Turin : Degree (Laurea) in Computer Science.

Working so far

April 1993 - July 1995, Milan

Software Design Engineer with Softimage Italy. Development of the first plugins for Softimage|3D (Dkit). Beta testing of mental ray, developing the first sample shaders.

July 1995 - July 1996, Milan

SDE with Softimage|Microsoft Special Group Europe.
Prototyping of new 3D and 2D applications, consulting for special fx companies.
The two main projects are 'Jodi', 2D editing system based on motion jpg, and 'RenderFarm', interface to manage distributed render over an IRIX/NT network, shown at Siggraph 1996.

July 1996 - August 1997, Los Angeles

SDE with Softimage Special Projects California.
Development of custom software and consulting for special fx companies of the LA area.
Development of the audio module prototype for Soft|3D.

August 1997 - November 2002, Milan

Co-founder of Phoenix Tools. Rendering team leader, managing junior programmers.
Development of plugins and shaders for Softimage 3D and Xsi, custom development for post-production and videogames companies.
Porting of most of the Arete' Digital Nature technology under Xsi.

November 2002 - June 2003, Turin

Sabbatical year, taking a master course in screenplay writing and editing.

August 2003 - September 2004, Turin/Marseille

Freelancing as mental ray shader writer with Action Synthese for "The Magic Roundabout" movie.

September 2004 - September 2007, Turin

Shader writer (Xsi and Maya), Xsi scripter and plugin developer with LumiQ Studios for "Donkey Xote".

March 2009 - June 2009, Turin/Toronto

Freelancing for Starz Animation. Development of an extended version of the Barzel's uberlight mental ray shader and maya locator for the "Gnomeo and Juliet" movie.

November 2008 - Today, Turin/Madrid

Xsi developer for Next Limit, writing the import export plugin for RealFlow and helping with the mental ray version of the RenderKit (particle meshing at render time).

September 2007 - Today, Turin/Paris

Shader writer, scripter and plugin developer with Pumpkin3D.

Programming

C, C++, Jscript, VBscript, Python, Cuda.

Languages

English, fluent

Movie credits

Godzilla (1998), The Magic Roundabout (AKA Doogal, 2005), Il Mercante di Pietre (2006), Donkey Xote (2007)