

Gianmichele Mariani

animator, believer at heart

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g.mariani@liquidnet.it

PERSONAL STATEMENT

I am an experienced animator and crowd-td focused on producing the highest possible quality of performance in a character being it a simple object or a complex creature. I have dedicated the majority of my life to the study of movement and performance, first as a professional dancer and now as an animator. I am extremely pro active and motivated in my work, but above all I thrive in a collaborative creative team.

Working in feature films , video games and Tv-shows I have gained extensive knowledge of a production pipeline both from a technical and artistic point of view, trying to always be aware of the needs of every department while maintaining an extremely high standard of work even under the pressure of a deadline.

As an artist I love being interested in everything around me, not only animation. This has helped me develop a special sensitivity and passion for helping other artists and a strong mindset for problem solving. At the same time I'm always open to feedback from other people to help me improve.

OBJECTIVE

My career objective is to continue to improve my creative and technical abilities and be an inspiration for other artists.

WORK HISTORY

Lead Crowd-TD, **MPC** (May 2014 - Present)

Projects include:

Wonder Woman (Lead), The Jungle Book, The Shallows, Ghostbusters, Knights of the Roundtable, The Revenant, Exodus Gods and Kings, Pan, The Fantastic Four

Animator, **Framestore** (May 2013 - May 2014)

*Animator on **Robocop, Jupiter Ascending, Guardians of the Galaxy** and an unannounced project.*

*Previs Artist on **Jupiter Ascending***

Animator, **MPC** (Dec 2012 - May 2013)

*Animator on **WWZ**.*

Freelance Animator, **Wires for Empathy** (Oct 2011 - Nov 2012)

Open movie created with open source software and used as a teaching project in the Hampshire College.

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WORK HISTORY (CONT.)

Lead Animator, **Eurocom Dev. Ltd**, UK (Nov 2009 - May 2012)
Disney Universe - *I have lead a team of between 5 and 10 animators, defining the animation style and helping develop pipeline and workflows for the in-house software.*

Animator, **Eurocom Dev. Ltd**, UK (Jan 2009 - Nov 2009)
Vancouver (the video game) , Goldeneye 007 (Wii)

Animator, **Toposodo Srl**, Italy (Apr 2008 - Sep 2008)
TV Series "Taratabong!" 26 x 6 episodes

Animator, **Fulmini & Leopardi**, Italy (Jun 2007 - Apr 2008)
TV Series "Birds Squad" 26 x 11 episodes

Freelance Animator, **Animation Mentor**, US (Jun 2007)
Worked on a 10" skit for Spike, Animation Mentor's mascot, under the supervision of Carlos Baena.

Ballroom Professional Teacher, Italy (Mar 2000 - Jun 2006)
I have taught ballroom dancing professionally to people of all ages at the end of my career as a competitor.

EDUCATION

Advanced Studies in Character Animation Diploma
Animation Mentor Program Graduation Date: Jan 2007

Ballroom Dancing Trainer Diploma. Mar 2000
Associazione Nazionale Maestri di Ballo

Diploma di Maturita' Liceo Scientifico. Sep 1993 (Italy)

CORE SKILLS

- Character and creature animation
- Pre-vis and crowd simulation
- Basic rigging and scripting (python, c#, lua)
- Passionate team leader with a natural inclination to mentoring
- Problem solving attitude

SOFTWARE SKILLS

Maya, Softimage, Blender, Photoshop, After Effects,
3ds max, Unity, Linux, Houdini, Nuke

LANGUAGES

Italian (native), English (fluent)

"The ability to draw is not born into an artist, the desire is"
(Richard Schmid, Alla Prima, Everything I know about painting)