

Antonio Mossucca

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EDUCATION

2004 - 2005	Vancouver Film School. Vancouver, B.C. 1 Year Immersion Program. Diploma in 3d Animation & Visual Effects.
1996	International Comics Book School. Rome, Italy. Designer Professional Certificate.
1991	Roberto Rossellini State Institute of Cinematography. Rome, Italy. 5 Years Program. Diploma in Cinematography.

PROFESSIONAL EXPERIENCE

Cinesite Studios London, UK November 2016 - Present	Texture artist. Role: responsible for Digital Doubles and Environment textures. PROJECTS: <ul style="list-style-type: none">• The Commuter.
National Space Center (NSC Creative) Leicester, UK April 2014 - October 2016	3D Modeling, Texture, Lighting.
Lightcut Film 2012 - December 2013	3D Modeling, Character design, Texture, Lighting.
Jellyfish Pictures London, UK 2006 - 2012	3D Modeling, Character design, Texture and Lighting. PROJECTS: <ul style="list-style-type: none">• Planet Dinosaurs. BBC One.• Emergency in the Womb. Channel 4.• Inside the Perfect Predator. Discovery Channel.• History of U.S. History Channel.• Fight for Life. BBC.• Frankenstein. Impossible Pictures. AWARDS: <ul style="list-style-type: none">• BAFTA Television Craft Award 2007. Best Visual Effects.• RTS Craft and Design Award 2006/2007.• Visual Effect Society. Outstanding Visual Effects in a Broadcast Series.
Milestone SRL Milan, Italy 2005 - 2006	3D Modeling, Texture for videogames. PROJECTS: <ul style="list-style-type: none">• Evolution GT.• SBK 07.
RAI TV Rome, Italy and on Location 1996 - 2002	ENG / Documentary - Cameraman / Assistant cameraman. PROJECTS: <ul style="list-style-type: none">• Towards Jerusalem. On location Syria and Lebanon. 1999.• Bangladesh Flood. On location Dacca, Bangladesh. 1998.• Pope in Cuba. On location Havana, Cuba. 1998.• II Gulf Crisis in Jerusalem. On location Jerusalem, Israel. 1998.• Cubans in Miami. On location Miami, FL. U.S.A. 1997.

SKILLS

Software	3ds max, Maya, Softimage, Zbrush, Arnold, V-Ray, Mental Ray, Mari, Photoshop, Nuke, After Effects.
Languages	English / Italian