



# FRANCESCO PRILI

curriculum vitae

## Contact Info

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## Employment History

- 2022/Now VFX Producer in **Digimax Creative Service** (<http://www.digimaxfilm.com>) Rome,Italy.
- 2022 Producer in **Blackstone Studio** (<https://www.blackstonestudio.it>) Rome,Italy.
- 2022 Production Manager in **Invision Lab** (<https://www.in-visionlab.com>) Rome,Italy.
- 2018/2021 Gruppo Comunicazione presso **Camera dei Deputati** (<https://www.camera.it>) Rome,Italy.
- 2017 3D Generalist in **Digimax Creative Services** (<http://www.digimaxfilm.it>) Rome,Italy.
- 2017 3D Generalist in **RainbowCGI** (<http://http://www.rbw-cgi.it>) Rome,Italy.
- 2016 3D Generalist in **Palantir Digital Media** (<http://www.palantirdigital.com>) Rome,Italy.
- 2016 CEO,Founder in **WireframeFX** (<http://www.wireframefx.com>), Rome,Italy.
- 2015 3D Generalist in **UPP** (<http://www.upp.cz>), Prague,Czech Republic.
- 2014 3D Generalist in **Moka Factory** (<http://www.moka-factory.com>) Rome,Italy.
- 2014 3D Generalist in **Palantir Digital Media** (<http://www.palantirdigital.com>) Rome,Italy.
- 2013 Teacher (Maya and Arnold Render) in **S@nvil srl** (<http://sanvil.net>) Rome,Italy.



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## **Known Softwares**

<b>Modelling</b>	Maya Zbrush Mudbox 3D-Coat Cinema 4D	<b>Render Engines</b>	Mental Ray Arnold Vray RedShift
<b>Texturing</b>	Mari Mudbox Zbrush Photoshop Substance Painter	<b>Lighting</b>	Maya Keyshot
<b>UV Mapping</b>	UvLayout	<b>Compositing</b>	After Effects Nuke
<b>Editing</b>	Final Cut Pro X Premiere Pro DaVinci Resolve	<b>Social Live</b>	OBS Wirecast Studio
<b>Pipeline</b>	ftrack Syncsketch Airtable		

## **Education**

- 2013** CGWorkshop Online : " Advanced level course of Zbrush" with Daniele Danko Angelozzi.
- 2013** Master in Computer Graphic in the "BigRock Training Centre" where I achieved the Alias Autodesk Certificates and Adobe Certified Training, Roncade, Italy.
- 2011** High School Diploma in "Liceo Linguistico J.Kennedy" Rome, Italy.