

Valentin Procida

RIGGER - CFX ARTIST

www.valentinprocida.it

Experience

LUCID GAMES LTD

August 2018 - April 2019

- Create full body character - Rig of vehicles - AutoRig system

 Lucid

OUTPOST VFX

May 2019 - September 2019

- 47 meters down uncaged : shark rig
- Watchmen : cows rigs

 outpost

TRIXTER GMBH

January 2020 - January 2021

- The falcon and the winter soldier : vehicle rig
- Black Widow : props rig
- The suicide squad (2021) : helicopters and planes rigs

 TRIXTER

INDUSTRIAL LIGHT & MAGIC

February 2021 - January 2022

- ABBA Voyage concert : clothes rig and props
- Lost Ollie : run simulations and created ground collisions for each character and general fixes


INDUSTRIAL
LIGHT & MAGIC
A LUCASFILM COMPANY

MPC FILM (CHARACTER LAB)

January 2022 - December 2022

- Pinocchio : Anyma Facial Transfer
- The Little Mermaid : Anyma Facial Transfer
- Lion King : Muscles System

 M P
C

FRAMESTORE

July 2023 - December 2024

- The Gorge : Full body rig
- Prehistoric Planet 3 : Full body rig

 F

DIGITALCOMOEDIA

March 2024 - April 2025

- Pipeline TD


digitalcomoedia
COMPUTER AIDED IMAGINATION

ARX ANIMA

April 2025 - July 2025

- Rabbit Academy (Full body and face rig)

 arx anima
we animate

STORM STUDIOS VFX

September 2025 - Present

 STORM
STUDIOS



Skills

- Rigging
- Zeno (Industrial Light & Magic)
- Kangaroo system
- Arise system
- Mgear system
- Python
- Houdini
- Autodesk Maya
- Ziva Dynamics
- Mac/Windows/Linux
- git

Education

I attended the Computer Graphics school at the "BigRock School in Italy.

Speaking

- Italian : Native
- Spanish : Advanced
- English: Advanced

Get in touch

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COVER LETTER



With 9 years of dedicated experience in rigging and character effects, along with a deep passion for travel and exploration, I am excited to offer my skills and contribute to the success of your team. Throughout my career, I have sharpened my expertise in rigging and CFX by working on diverse projects, including animated films, television series, and video games. My solid technical knowledge, coupled with a comprehensive understanding of character anatomy and movement, allows me to create rigs that enable realistic and expressive performances.



I am proficient in industry-standard software like Autodesk Maya and Python scripting, ensuring streamlined workflows and delivering high-quality outcomes.

In addition to my professional pursuits, I am an avid traveler and adventurer. Immersing myself in different cultures and environments not only nurtures my creativity but also brings a fresh perspective to my work.

Collaboration lies at the heart of my work approach. I thrive in dynamic team environments and place great value on effective communication and a shared commitment to excellence. I recognize the significance of close collaboration with animators, modelers, and other VFX artists to achieve seamless integration of characters and visual effects.

Thank you for considering my application. I have attached my resume for your review, which provides further details about my experience and accomplishments. I would be delighted to discuss my qualifications in more depth and learn how I can contribute to the success of your team.



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