PROFILE

I'm a Software Developer with a great passion for **computational approaches to image generation** and **interactive installations**.

I love philosophy, nature and the fine line between art and technology. I also ❤️ hacking things and getting engaged in new challenges.
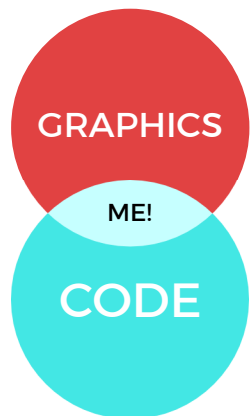
Currently I'm working as a **Pipeline TD** in Framestore, London 🔵

In November 2017 I won a scholarship and I went to *Goldsmiths University of London* to pursue a MA in *Computational Arts* 👨‍🎨🇬🇧
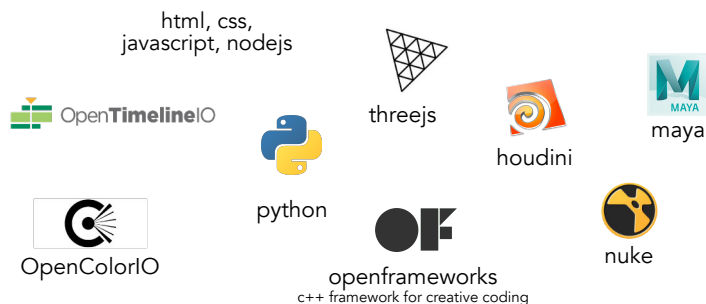
In my spare time I create generative artworks using *Threejs, Houdini, Openframeworks and Arduino:* http://valerioviperino.me/portfolio.

Valerio Viperino

Code / Graphics

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http://github.com/vvzen

@vvzen

@vvz3n

GRAPHICS

ME!

CODE

I worked with:

html, css, javascript, nodejs

OpenTimelineIO

threejs

houdini

MAYA
maya

python

OpenColorIO

OF
openframeworks
c++ framework for creative coding

nuke

and these OSes:

&
CentOS

WORK EXPERIENCE

PIPELINE TD </>
FRAMESTORE, LONDON
OCT 2019-CURRENT

I work as a Pipeline Technical Director for IA (Integrated Advertising), the division of Framestore that covers a wide range of disciplines, from high end advertising to cutting edge immersive projects and long-form TV shows.

I'm writing tools and libraries to simplify the color workflow of our tv shows (using OpenColorIO), maintaining the existing pipeline tools (mostly revolving around the **Nuke and Houdini**), helping set up our shows and providing daily technical support to artists/coordinators.

PIPELINE TD / SOFTWARE DEVELOPER </>
FRAME BY FRAME, ROME
DEC 2018-OCT 2019

I worked on the development of the pipeline to support for a tv show (My Brilliant Friend 2). I was responsible of streamlining the vfx review workflow (*Ftrack*), keeping an eye on the renderfarm (*Deadline*) and writing tools for Maya and Nuke (**Maya and Nuke API**, **Python**, PySide2).
Even though I'm no color scientist, I also helped shape the color pipeline, which was revolving around ACES (OpenColorIO).

PIPELINE DEVELOPER </>
RAINBOW CGI, ROME
JULY 2017-NOVEMBER 2017

My daily duties included: creating tools to speed up the workflow of artists and producers (**Maya API**, **Python**, PySide),
increasing the integration of our pipeline into *Shotgun* (creating a bridge between our MySQL db and **Shotgun**).

SOFTWARE DEVELOPER </>
FREELANCE, ROME
OCT 2015-2017

I worked as a freelance software developer with many different technologies: frontend and backend (NodeJS, Javascript) for a startup of Sapienza University of Rome, made a series of Android apps presenting virtual tours of Rome on Google Cardboard, helped Random Quark (creative studio based in London) to build an interactive installations using arduinos, servos, raspberry pi and Unity.

PERSONAL PROJECTS

THROUGH THE STREETS OF ROME - DATA VISUALIZATION `</>`   AUG 2017

After attending a short course on "Open and Big Data Visualization: the aesthetics of the flux" I realized a visualization of the car crashes in the city of Rome. It won an award in the Illustration category at the 2017 Digital Design Days in Milan. I used *Houdini* in order to realize a series of 3D illustrations together with a timelapse video showing the crashes in Rome happening in the March/August 2017 period.

http://www.digitaldesignaward.com/nominations2017

EDUCATION

GOLDSMITHS UNIVERSITY OF LONDON 🖌 </>   2017-2018

MA IN COMPUTATIONAL ARTS

Computation consists of all the changes brought about by digital technology. Art is an open set of ways of acting inventively in culture. Mixing the two together in a systematic way gives us computational art. Over a year (full-time) you will develop your artistic work and thinking through the challenge of developing a series of projects for public exhibition which will explore the technological and cultural ramifications of computation.

VIFX - SCHOOL OF VISUAL EFFECTS 🖌   MAY 2017

MASTERCLASS HOUDINI SIDEFX

In this 80 hours masterclass students will learn how to use Houdini and its procedural workflow for creating models, textures and visual fx (such as destructions, particle simulations, dynamics) and rendering them using Houdini rendering engine, Mantra. The master will also cover scripting in VEX and Python inside Houdini.

The teacher is **Jean Claude Nouchy**, who worked as FX Artist for films like Inception, Iron Man 2, John Carter.

I attended this class in order to use Houdini procedural approach for creating and rendering complex Data Visualizations.

MANPOWER </>   APRIL-MAY 2017

DATA SCIENCE

The aim of the class was to teach the main themes of Data Science, such as Business, Statistics and Programming in order to clarify the strategic role of Data Science into modern industries.

It included a technical training both on the theory (Supervised and Unsupervised Learning) and tools of the job (R Studio, Databricks).

The class was 120 hours long, with 8 hours lessons each day.

EDUCATION

ROME UNIVERSITY OF FINE ARTS 🖌 </>

SEPT-DEC 2016

L'ESTETICA DEI FLUSSI - OPEN E BIG DATA VISUALIZATION

Visualizating data and information is the new frontier for communication design.

Alessio Dragoni (software engineer, data scientist and CEO at **SciamLab**) showed us the various structures and types of data, the tools and the software libraries used to explore and visualize data and *Enrico Parisio* (design teacher at RUFA) picked the best examples of data visualization in order to analyze their aesthetic and illustrate their effectiveness.

RAINBOW ACADEMY 🖌

OCT 2012-JUNE 2013

3D GENERALIST DIGITAL PRODUCTION

3d course aimed to the production of a personal 3d short through all the pipeline stages needed in a modern animation production.

110 / 110

HIGH SCHOOL

2006-2011

GREEK AND PHILOSOPHY STUDIES   95 / 100