

Angelo Stanco

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Work Experience:

- **DreamWorks Animation : FX Artist (November 2022 - Present)**
Wild Robot : FX Artist, Trolls 3 : FX Artist, Ruby Gillman Teenage Kraken : FX Artist
- **Pixar Animation Studio : FX TD (November 2020 - November 2022)**
Created a different range of FX for each show. Worked on sequential work for pebble interaction, character rain interaction, fire character clean-up. Developed and produced fx for fire character cough, leaf and food spit, ground breakup and jets, blowtorch, campfire, laser fire, and jetpack rigs. Depending on the effect and time frame rigs were either handed off rigs or shots were brought to completion.
Elemental : FX TD, Lightyear : FX TD, Cars On the Road : FX TD, Luca : FX TD
- **Blizzard Entertainment : FX Artist (July 2019 - October 2020)**
Working within the In-Game Cinematic department. Responsible for an array of effects, more recently explosions, magic lookdev, volume rasterize effects. Depending on the IP, the pipeline varies from a traditional cinematic work flow to more of an integration within the game engine.
Overwatch 2 : In-Game FX Artist, World of Warcraft: Shadowlands : In-Game FX Artist, Diablo 4 : Cinematics - FX TD
- **Sony Pictures Imageworks : FX TD (November 2017 - June 2019)**
Created a different range of FX for each show. Worked on sequential work for closeup water interaction on a large ocean. Setup snow interaction with moving tree limbs on a large environment. Worked on complex procedural setups such as the collider dot sequence.
Angry Birds 2 : FX TD, Spiderman - Into the Spideverse : FX TD, Smallfoot : FX TD
- **Double Negative Visual Effects : FX TD (May 2017 - October 2017)**
Created underwater FX. Underwater thermocline interaction, bubble explosions and blood sims. Other generic shot work consisted of atmospheric particulate interaction, engine bubbles, bullet destruction, and skin and flesh tearing.
The Meg : Lead FX TD
- **Digital Domain : FX Artist (July 2016 - April 2017)**
Created a range of FX which were wrapped into HDA's and deployed to the team. Which included, vehicle thrusters, holograms, character volumetric dust, mound and prop wash simulations. All FX rendered in Mantra, which went directly into compositing for all of the sequences.
Spiderman - Homecoming : FX Artist, Power Rangers : FX Artist
- **Sony Pictures Imageworks : FX TD (October 2014 - July 2016)**
Procedural modeling of vine environment, setup for procedural crumpling. Worked on shots with lighting, plasma, and pyro interaction. Simulation of Cloth and Hair, rigid character integration, environment grooming and setup of complex one off shots.
Alice through the Looking Glass : FX TD, Smurfs - A Lost Village : Character FX TD, Hotel Transylvania 2 : Character FX TD
- **Double Negative Visual Effects : FX TD (February 2014 - August 2014)**
Responsible for a variety of FX elements, snow, mist, smoke, water, and jet thrusters. Lit elements in Mantra, pre-comped in Nuke and worked with compositors to achieve the desired look.
Interstellar : FX TD, Exodus : FX TD
- **Rhythm and Hues Studios : Technical Animation TD (September 2010 - April 2013)**
Worked on Fur and Cloth for the finalization of characters, which entailed a complex understanding of Rigging and FX simulations in the studios proprietary software.
The Seventh Son : International Supervisor, R.I.P.D. : International Supervisor, Snow White and the Huntsman : International Supervisor, Alvin and the Chipmunks 3 : International Supervisor, Mr. Poppers Penguins : Lead, Hop, Yogi
- **Mr. X INC : Lighting / Lookdev TD (February 2010 - August 2010)**
Worked in the Lighting, Texturing and Modeling Department. Created Maya centric textures, built assets, shaders and scripts to assist lighting artists. Problem solved many aspects in multiple areas of production.
Tron: Legacy - Lighting/Lookdev TD
- **Rhythm and Hues Studios : Technical Animation TD (May 2009 - November 2009)**
Worked on Fur and Cloth for the finalization of characters, which entailed a complex understanding of Rigging and FX simulations in the studios proprietary software.
Alvin and the Chipmunks 2 - Technical Animation TD

- **Method Studios : FX TD / Generalist (December 2008 - April 2009)**
Worked in all areas of CG. Worked primarily with the lighting of and development of effects for commercials.
- **Charlex : Compositing TD (August 2008 - December 2008)**
Worked with different advertising agencies to develop test commercials.

Skills:

- Houdini, Nuke, Katana, Mantra, Renderman, V-Ray, Arnold, Moonray, Maya, Adobe Creative Suite
- US, Canadian and European Union Citizen

Education:

- New York University
Masters of Science in Advanced Digital Imaging and Design (May 2008)
- Long Island University
Bachelor of Fine Arts Degree in Digital Art and Design (May 2006)

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