

# Fabio Sciedlarczyk

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## Technical Skills

- Solid knowledge of all aspects of a computer graphics production pipeline, with emphasis on Lighting, look development and node based compositing.
- Excellent lighting, shading, texturing and compositing skills.
- Comfortable with most modern path-tracer renderers and PBR workflows.

## Software

Maya, RenderMan, V-Ray, Arnold, Corona, Substance Painter, Substance Designer, Mari, Katana, Nuke.

## Education

- Associates degree in Digital Design at Anhembi Morumbi University in São Paulo.
- 8 week filmmaking degree at New York Film Academy - Los Angeles.
- CG workshop Lighting and Rendering in maya with Jeremy Birn.
- CG workshop Look Development and Image Based Lighting.
- CG workshop Compositing for Feature Animation.
- CG workshop Writing Shaders for RenderMan and Mental Ray.
- FXPHD courses: On-Set Lighting; DSLR Cinematography Nature; Tools of the DOP; Intermediate RenderMan; Crafting the Scene; Directing.
- Attended to numerous workshops and courses including Clay Modeling with Alex Oliver; Nuke compositing with Andre de Souza (Animal Logic / Weta); 3D modeling with Mario Ucci (Red Knuckles); 3D workshop with Kris Costa (ILM).

## Production Experience

**Mikros Image Canada** [www.mikrosimage-animation.eu/en/](http://www.mikrosimage-animation.eu/en/) (2019 - Current)  
Technical Director - Character Shading on SpongeBob Squarepants feature animation

**Moment Factory** [www.momentfactory.com](http://www.momentfactory.com) (2018 - 2019)  
Senior Designer 3D Generalist.

**Pixar Animation Studios** [www.pixar.com](http://www.pixar.com) (2018)  
freelance doing a competitive landscape analysis for the RenderMan team.

**O2 Filmes** [www.o2filmes.com.br](http://www.o2filmes.com.br) (2015 -2017)  
Senior Lighting and LookDev Artist.

**Start Anima** [www.startanima.com.br](http://www.startanima.com.br) (2015 - 2017)  
Lighting TD, LookDev artist and VFX artist.

**RTT** [www.rtt.ag](http://www.rtt.ag) (2013 - 2014)  
Art Director.

**Mol Toons** [www.moltoons.com.br](http://www.moltoons.com.br) (2011 - 2014)  
Post Production Director.

# **Short Film** (2011)  
Director of Photography.

**O2 filmes** [www.o2filmes.com](http://www.o2filmes.com) (2009 - 2010)  
3D Generalist.

**Estudio Origami** (2007 - 2009)  
CG director - Partner.

**Freelance** (2006 - 2009)  
Multiple CG roles at **Oca Filmes, Atomo VFX Estudio, MOL, Atomic Arts, Black Maria, MTV, Casablanca Effects.**

**Trattoria** [www.trattoria.com](http://www.trattoria.com) (2004 - 2006)  
Senior 3D generalist.

## **Nominations and Awards**

**First Pixar RenderMan Art Challenge** - First place winner.

**Second Pixar RenderMan Art Challenge** - First place winner.

**Sketchfab Tennis Contest** - First place winner.

**Gramado** - Nominated for best director of photography for the short film : "#".

**Guarani Prize** - Nominated for best Special Effects for the feature film: VIPs.