

Contact

+393290658252 (Mobile)
ottobrando@gmail.com

www.linkedin.com/in/renderotto
(LinkedIn)

www.ottobrando.com/ (Personal)

www.cglighting.net/ (Other)

www.imdb.com/name/nm4196977/
(Portfolio)

Top Skills

Feature Films

Visual Effects

Lighting

Languages

Italian (Native or Bilingual)

English (Professional Working)

Spanish (Full Professional)

Certifications

Arnold Render - Betatester and
Evaluation

Honors-Awards

GOYA Award Winner "Best
Animated Film"

BAFTA Children's Independent
Production Company Award Winner
2012

Showcase of Impressive 3D
Characters

Publications

RenderOut

Interview 3dagain

Interview

Ottaviano Brando

Lead Lighting Artist at Ubisoft
Greater Milan Metropolitan Area

Summary

>> COVER LETTER: <<

Ciao!

I'm Ottaviano Brando,

I started my career back in 2008 at Rome University "La Sapienza",
in "graphics and multimedia design".

I worked in Rome and Milan before starting to travel and turn Europe
as well as South America. In these trips, I have accumulated a lot of
experience in the best companies, like Cinesite, Mikros animation,
Bluezoo, Framestore and Axis among others.

I worked on more than 40 projects for clients around the world, from
short films to movies, TV shows, commercials, game cinematics, and
more.

From 2014 I teach for Solidangle in a course drawn by me
(www.cglighting.net) to create new artists Junior with a solid base in
lighting and compositing.

I was a guest in different schools where I brought my experience and
I have always tried to give some advice that can help you be a better
artist than yesterday and worse than tomorrow.

My passion for this work brought me in 2014 in Spain, where I
oversaw the lighting department for the film Animal Crackers where I
putting all my experience to service a great team.

I keep moving and work for the major VFX companies across
Europe.

My passion for art is contagious, and my desire to stay up to date
and always top quality means that my desire to improve myself not
stop burning inside me.

Specialties: Autodesk Certified. - Photographer for a passion

Experience

Ubisoft Milan

Lead Lighting Artist

April 2021 - Present (6 months)

Milano, Lombardia, Italia

Mario + Rabbids Sparks of Hope

Kabum Film Experience

Cg Supervisor

December 2018 - Present (2 years 10 months)

Bari

Attraktion! Group of Companies

Lighting Supervisor Freelance

March 2021 - Present (7 months)

Austria

cglighting.net

Founder

November 2014 - Present (6 years 11 months)

Online

The official course that introduces students to the thorough understanding of engine Arnold Render by Solidangle.

You will have advanced knowledge of each stage technique and artistic software as well as a special course of study focused on lighting for production.

Teacher of Arnold rendered by Solidangle: www.solidangle.com/support/education-and-training

For the online course: www.cglighting.net

Facebook page: www.facebook.com/cglighting.net

Instagram page: www.instagram.com/cglighting.net_

Artithesi Scuola di creatività digitale

Teacher & assistant school director

November 2019 - Present (1 year 11 months)

Roma, Lazio, Italia

Lighting teacher in online masterclass:

<https://artithesi.thinkific.com/courses/3dlighting>

One-O-One Games

ArtDirector / D.oP.

March 2020 - March 2021 (1 year 1 month)

Roma, Lazio, Italia

Director of Photography for GRAY (AA Game)

Research and development of references for the production of visual material.

Assistance and management for the Concept Art and Environment Art departments.

I work closely with Game Design for the development of cinematics and the visual mood for lighting that VFX.

Working in the lighting department, to check and improve material and light quality in-game.

Help to the level design department for the composition of the game level.

OS: Windows 10

Software: Unreal Engine 4.26 - Photoshop - Discord

Dallara

Teacher

April 2020 - April 2020 (1 month)

Italia

During the specialization course I taught the 3d art department the correct workflow for the production of videos and images of high visual impact.

I have implemented a Production pipeline in their structure that allows the connection and correct flow of information and data between departments.

I assisted 3d artists in their professional growth so that each work is supervised in the correct way and that the product is always at the highest level of quality.

AL-ONE S.r.l

Lighting Supervisor

February 2019 - March 2020 (1 year 2 months)

Rome Area, Italy

<http://www.al-one.it/>

> Project: Trash - Feature film (2019)

>> Responsibilities: <<

> Distribution of work based on the assessment of the personal skills of the artists.

> Leadership in the management of timing in deadline, with capacity to relate to all levels of artists and between departments.

> Ability to create a cohesive group for the processing of projects under stress and in timing short delivery.

> Creating lighting set ups and working with him

> Creating efficient rendering set ups in order to optimize render farm usage

> Development and optimization of lookdev, lighting and compositing pipeline in Maya and Arnold Render ambient.

> Research and development together with the TD department of tool for a linear and efficient workflow.

OS: Windows 10

Software: Maya - Arnold Render 5 - Deadline

Black Sheep VFX

Lighting & Lookdev Teacher

January 2020 - February 2020 (2 months)

Rome, Italy

Arnold teacher for advance masterclass in lighting and lookdev.

Istituto Europeo di Design

Thesis Supervisor

July 2019 - July 2019 (1 month)

Rome Area, Italy

Thesis supervisor for the 2019 academic year.

Evaluation of the video game developed as a thesis.

Analysis and evaluation of the candidates, their exposure and the technical characteristics of each of them.

Skyup Academy

Teacher Special Guest

April 2019 - April 2019 (1 month)

Belluno Area, Italy

Lighting workshop in animation and vfx production.

<https://www.skyupacademy.it/>

Cinesite

Sr Lighter - Lookdev TD

November 2018 - February 2019 (4 months)

London, United Kingdom

Avengers: End Game (2019)

OS: CentOS Linux 7.2

Software: Gaffer (Image Engine Design) - Arnold Render 5 - Ftrack - Tractor

Worldwide FX

Sr Lighter / Lookdev TD

September 2018 - November 2018 (3 months)

Sofia - Bulgaria

HELLBOY : RISE OF THE BLOOD QUEEN - (2019)

OS: CentOS Linux 7.2

Software: Katana 3.02 - PrMan - Nuke - Trak - RoyalRender

Responsible of:

- setup shot
- lighting (extension set and creatures) and lookdev (creatures and props)
- optimization lighting e render setting
- problem solving
- render

of Master location shot,

- shot sequence

E.A.S.D. Gran Canaria

Lighting teacher

July 2018 - August 2018 (2 months)

Las Palmas De Gran Canaria, Spagna

Masterclass in lighting and lookdev with MAYA, ARNOLD RENDER, NUKE.

IN Capital Studios

Lighting & Lookdev Supervisor

June 2018 - August 2018 (3 months)

Valencia, Spain

Commercials - Cosmos

OS: Windows 10

Software: Maya 2017 - Arnold 5.0 - Nuke - Zync Google

Cinesite

Sr Lighter - Lookdev TD

November 2017 - March 2018 (5 months)

London

Avengers: Infinity War (2018)

OS: CentOS Linux 7.2

Software: Maya 2017 - Arnold Render 5 - Ftrack - Tractor

Responsible of:

- setup shot
- lighting (extension set and fx) and lookdev (liquid display Ebony Maw ship)
- optimization lighting e render setting
- problem solving
- render

of Master location shot,

- shot sequence

PlanetaCG

Mentor

February 2017 - February 2018 (1 year 1 month)

Spain

Lighting instructor

Mikros Animation

Sr Lighting & Compositing artist

May 2017 - November 2017 (7 months)

London, United Kingdom

GNOMEO & JULIET: SHERLOCK GNOMES (2018, Paramount Animation, MGM, Rocket Pictures)

Responsible of:

- setup
- lighting
- optimization
- problem solving
- render

of Master location shot,

- shot sequence

Software: Katana, Arnold Render, Shotgun, Tractor, Nuke

OS: Fedora

Blue Dream Studios Spain

Lighting Supervisor

December 2014 - December 2016 (2 years 1 month)

Valencia, Spain

The Animal Crackers Movie - Feature film (2016)

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- > Ability to create a cohesive group for the processing of projects under stress and in timing short delivery.
- > Creating lighting set ups and working with him
- > Creating efficient rendering set ups in order to optimize render farm usage
- > Development and optimization of lookdev, lighting and compositing pipeline in Maya and Arnold Render ambient.
- > Research and development together with the TD department of tool for a linear and efficient workflow.

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Primary responsibility is to oversee the day-to-day operations of the lighting, lookdev and compositing teams ensuring that the lighting of the shots is

created according to the creative direction and visual style of the animated feature.

<https://www.facebook.com/AnimalCrackersMovie>

Software: Maya - Arnold Render - Nuke - Shotgun - Photoshop - Internal tools
OS: Windows

Masked Frame Pictures

Cg Supervisor

April 2016 - October 2016 (7 months)

on line project

ECHO by Victor Perez

Feature short film (2016)

first time ever synchronised motion control rigs Cyclops® and Bolt® based on virtual mirrored spatial coordinates by Tomas Tjernberg. Shot on RED Epic Dragon.

Software: Maya - Arnold - Nuke

OS: Windows

Barreira Arte + Diseño

Special Guest

December 2015 - December 2015 (1 month)

Axis Animation

Sr Lighting TD & Compositor

June 2014 - July 2014 (2 months)

Grey Goo - Cinematic project

> Responsible for the Assembly of scenes, check general, optimization of scene, lighting and compositing of mastershot.

Software: Houdini, Mantra & Fusion

EDI effetti digitali italiani

Sr Lighting TD & LookDev Artist Freelance

March 2014 - May 2014 (3 months)

Software: Maya - Arnold - Nuke - InternalTools - OS: Ubuntu / Linux

> Responsible for setup, optimization, lookdev, lighting and compo of medium and hard production shots for:

> SPOT

Smeg

Orange Mobile

Smeg - Tecnologia che arreda

MTS Mobile

Misura

Sammontana

Estathe'

>FEATURE SHORT FILM FULL CG

La leggenda di Tarantasio

BigRock - Institute of Magic Technologies.

Mentor at the Workshop - "Lighting and compositing for feature film"

November 2013 - November 2013 (1 month)

Workshop dedicated to all lovers of the CG who want to learn the basics of lighting, but also for professionals who already know about it and who want to deepen and improve their level.

AnimSchool

Lighting Artist

August 2013 - October 2013 (3 months)

Responsible for some lighting, rendering, and compositing shots for student showcase.

Shot Min: 1,06 Camilo Guaman

Shot Min: 3,24 Min Hong

Catmandu

Sr Lighting TD

November 2012 - June 2013 (8 months)

Argentina, Buenos Aires

Futbolin / Metegol -

Lighting / Compositing on the 3D Animation Film directed by Juan Jose Campanella.

> Responsible for setup, optimization, lighting and compo of medium and hard production shots.

Software: Maya - Arnold - Nuke - InternalTools

Passion Pictures

Sr Lighting TD freelance

October 2012 - October 2012 (1 month)

EE - Fenton 4GEE Remaster - spot tv

Software: XSI - Mental Ray - Nuke

Framestore

Environment Lighting Td - Lookdev

November 2011 - October 2012 (1 year)

47 Ronin

- Look Dev / Environment Lighting

Feature film (2013) Universal Pictures

The Dictator

- Trees and appearance in the crowd

Feature film (2012)

OS: Linux - Fedora 12

Software:

SpeedTree - Maya - Mudbox - Mari - Arnold - Nuke - InternalTools

Blue-Zoo Productions

Sr Lighting TD - Lookdev

May 2011 - November 2011 (7 months)

Tree Fu Tom - for the BBC's - TV series

Software: Maya - Mental Ray

Universal Production Partners

Lighting TD

February 2011 - March 2011 (2 months)

Red Tails - 20th Century Fox

Software:

XSI - Maya

Mental Ray

Walking the dog

Lighting & Compositing Artist

November 2010 - February 2011 (4 months)

Working on the animated film feature "A monstre in Paris"

Software:

XSI

Mental Ray

Nuke

NOH VISUAL EFFECTS

Lighting & Compositing Artist

September 2010 - November 2010 (3 months)

Micromonsters "Fluffs"- Disney series

Software: 3DS Max - Mental Ray - Nuke

Vision Digital / Direct 2 Brain

Lighting - Shading Artist

August 2010 - September 2010 (2 months)

Kinematics of "king abdulaziz international airport"

Software: 3D studio Max - Vray - Plug in

Green movie

Lighting & Compositing Artist

June 2010 - July 2010 (2 months)

TV commercials

Software: Xsi - nuke

Upgrade Center

Mentor 3ds Max - Mentalray - Vray

November 2009 - July 2010 (9 months)

Milan

Lighter and Trainer 3D Studio Max and Vray

Cibo is what

Lighting Artist

April 2008 - July 2009 (1 year 4 months)

Advertising spot

Software: 3ds Max - Vray

Comix

Generalist

April 2006 - June 2008 (2 years 3 months)

Specialized in printing small and large formats.

Thorough use of solvent and water based plotters.

Ability to solve technical problems both hardware and software for printers and vector and raster graphics.

Education

Sapienza Università di Roma

Laurea, Grafica e Progettazione Multimediale · (2003 - 2006)

CGSociety - Arnold For Production

Master's Degree, with Boaz Livny · (2014 - 2014)

Advanced Nuke™ Compositing Training

Advanced training, Compositing · (2014 - 2014)

Lighting Masterclass: Painting with light by EDU MARTIN

Masterclass on-line · (2014 - 2014)

CG Society - Compositing with Feature Animation

with Nick DeBoar · (2012 - 2012)