Contact

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www.linkedin.com/in/
micheleboldoni (LinkedIn)
www.micheleboldoni.com
(Personal)
www.rbw-cgi.it (Company)

Top Skills

Maya
Computer Animation
Rigging

Languages

Italian (Native or Bilingual)
English (Professional Working)

Certifications

Digital editing of sound

Modeling and Animation with
Autodesk Maya 3D software

Certificate of Completion - Master
CG

Certificate of Completion - Master
Animation

Autodesk Certified Professional -
Maya 2014

Honors-Awards

44 Cats - Best Animated Series

44 Cats - Awarded as a Family
Friendly Show

44 Cats - Gold Intermedia-Globe
Award in the Television & Corporate
Media contest - Category Education:
Pre-School

Patents

A2, B

Michele Boldoni

Rigging Supervisor at RAINBOW CGI
EUR

Summary

About Me:
I'm Michele Boldoni, Character Rigger: I was born in 1982. I live in
Rome, now.
I have been through several jobs, and experiences, that have led
me to find a job that has become my biggest passion. I make 3D
Animation Movies.
Even though I've always wanted to be a basketball champion.
I am a Rigger. I create the body structures that allow Animators to
bring characters to life.
I use deformers and joint chains to create real-life deformations of
the skin, hairs, cloths, as well as facial exspressions of the puppets.
I work with MEL/Python language to develope useful animation and
rigging scripts.
I'm also familiar with Modeling, Grooming, FX, Animt Tech
department and I work with them to realize the assets.
I handle Mocap and I teach Rigging.
But first of all, above all, I'm a Rigger and there is nothing I like to do
better.

Professional Experience:
Character Rigger, Lighting and Vfx artist, Finishing artist, Web and
Media Designer, Marketing Managemant

Goals:
Rigging first of all. I work in team of rigging, I create the setup of
the characters, animals, monsters and props, both low that high. I
deal mainly with the facial deformations. I create scripts that improve
the work of the animators. I can script in python or mel and usually
I create procedures to speed up the setup of the assets. I've also
worked in the team of lighting, vfx and finishing. I'm a Motion Capture
artist also.

Specialties:

Character Rigger, Facial Deformation, Biped, Quadruped, Monsters setup and Motion Capture Animation.

Web Site:
http://www.micheleboldoni.com

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Experience

RAINBOW CGI
12 years 5 months

Rigging Supervisor
May 2015 - Present (6 years 7 months)
Rome Area, Italy

I am currently employed with Rainbow CGI animation studio, in Rome, as
Rigging Supervisor.
I have worked on the following projects:

- Pupstruction
- Super Kitties
- Ice Age: Le avventure di Buck Wild (Teaser)
- Blippi Wonders
- Diary of a Wimpy Kid
- Puppy Dog Pals 5
- Spot 44Cats (Euro2020 Verratti)
- Me Contro Te 3 (VFX)
- Puppy Dog Pals 4
- Spot 44 Cats (Tau Marin)
- Me Contro Te 2 (VFX)
- Ronfi (Trailer)
- Puppy Dog Pals 3
- 44 Cats 2
- 10 giorni senza mamma (VFX)
- 44 Cats
- Bunny
- Mercedes VR Just I Like You
- Secret Trailer
- Monster High: Adventures Ghoul Squad
- Angry Birds Blues
- Hanni Wild Woods Teaser

- Regal Academy 2
- Forhans 3D Experience
- Monini Mò e Nini e la Sana Alimentazione
- Motion Capture Showreel
- Hi-Zev

RAINBOW CGI:
http://www.rbw-cgi.it/it/

Personal Site:
http://www.micheleboldoni.com

Mocap Developer and Technician
July 2013 - Present (8 years 5 months)
Rome Area, Italy

I deal with the catch of Mocap animation. I use the suits of Xsense. I produce scripts for engaging animations captured the rig. I manage retargeting and the setup of the characters. I take care of body and facial animations. I use different software:

- Xsense MVN Studio
- Face Shift Studio
- IGS Glove Synertial
- Autodesk Motion Builder
- Autodesk Maya
- Unreal Engine
- VR

Mocap Backstage:
https://www.youtube.com/watch?v=1QpTLU2WLIM

Rigging Lead
April 2013 - April 2015 (2 years 1 month)
Rome Area, Italy

Rigging Lead at the Rainbow CGI Animation Studio for the following projects:

- Winx Club Ricette a Colori
- Mia and Me 2
- Winx Club: Il Mistero degli Abissi

RAINBOW CGI:

rbw-cgi.it

Personal Site:
http://www.micheleboldoni.com

Character Rigger
July 2009 - March 2013 (3 years 9 months)
Rome Area, Italy

Character Rigger at the Rainbow CGI Animation Studio for the following projects:

- Winx Club Tv6
- Gladiatori di Roma
- Com'e' Bello Far l'Amore
- Huntik Dark Ride 5D
- Winx Club Tv5

RAINBOW CGI:
http://www.rbw-cgi.it/it/

Personal Site:
http://www.micheleboldoni.com

Rainbow Academy - Digital Entertainment Academy
Teacher Rigging
September 2011 - Present (10 years 3 months)

I am a teacher at the Rainbow Academy and teach the course of rigging.
The program includes the teaching of the basic tools for setuppare a character like joints, connections, constraints, nodes, skeleton, face setup, spine setup, arms setup, setup legs and their assembly, character skinning, blendshapes deformation, clothes and hair setup, squash and stretch system.
It is interesting to explain things to people. The class consists of about twenty students that follow the entire production process, from pre-production to post-production. There are three annual courses. My students start the course without knowing the meaning of the word rig and release their character ready to be animated. This is cool!

link of RAINBOW Academy:
http://www.rainbowacademy.it/it/docenti

working group self managed
CG Supervision, Character Rigger, Screenplayer and Video Editor for
"SUSHIDO" Short Production
September 2016 - June 2017 (10 months)
Rome Area, Italy

A project made by a team of friends who work as professionals in the 3D
industry but in reality have fun creating animated shorts in order to make
sense of their own creativity.
I've created the story, I've rigged the character and all his props and I've made
the supervision of all the team that had working on this short.
SUSHIDO is visible at the Athens Digital Arts Festival which takes place in
Athens on May 27, 2018.
It has been visible also to the 6th FIFES Festival in Kino Tuskanac, Zagreb, on
May 11, 2018.

SUSHIDO Blog:
https://sushidoblog.wordpress.com/

SUSHIDO - スシドゥ:
https://vimeo.com/235510631

Midland
Character Rigger for Midland Intro
April 2013 - May 2013 (2 months)
Rome Area, Italy

Short intro with the logo "Midland" of the producer of cameras.
In this work I have dealt with rigging and animation. I also handled the
communication with the client and organize the work of the team, thus playing
the role of a production manager.

link to the short "Intro Spot Midland":
https://vimeo.com/68142071

Playstos Entertainment
Character Rigger for GazzaToons Series
September 2011 - April 2012 (8 months)
Rome Area, Italy

I worked with the firm "Playstos Entertainment" in Milan to the achievement
of the setup of different characters used in the cartoon series "Gazzatoons"
WebTV broadcast online from the site of the Gazzetta dello Sport. The

protagonists of the serial are caricatures with the giant head of sports celebrities.

example video link:
https://www.youtube.com/watch?v=-Td4vvDPDlo

working group self managed
Character Rigger and Workflow Manager for "Defective BigBot" Short Production
April 2011 - December 2011 (9 months)

I made the setup of "BigBot", the protagonist of the short film "Defective BigBot", of which I was the main author and coordinator. I managed all the production team and its workflow.
The short film has been released on several online portals (eg 3dworldmag, CGSociety, CharactersForum.com) and the Italian print magazine "Computer Graphics".

link to the animated short "Defective BigBot"
https://vimeo.com/25135304

articles web link:
3dworldmag - http://www.3dworldmag.com/2011/07/25/animation-defective-bigbot/
CGSociety - http://forums.cgsociety.org/showthread.php?t=998462
CharactersForum.com - http://www.charactersforum.com/index.php?topic=1747.msg19048 # msg19048

Bluekiwi
Character Rigger for BlueKiwi Intro
January 2010 - October 2010 (10 months)
Rome Area, Italy

I began a collaboration with the study Bikiwi animation of Parma for the creation of several commercial. I've always been used as a character rigger for the setup of the characters to be made.

link to the short film "Bluekiwi Intro"
https://vimeo.com/16412930

"Paper Plane" animated short film
Character Rigger for "Paper Plane" Short
September 2009 - March 2010 (7 months)

I made the setup of Tim, the protagonist of "Paper Plane", a short animated film directed and animated by Margherita Premuroso. In particular, I created the structure for the control of the body of Tim and facial deformations. I have created systems for clothes and deformation character's eyes.

link to the short film "Paper Plane":
https://vimeo.com/16412503

Gruppo Alcuni
Lighting and Shading for "PetPals" Short Production
January 2009 - March 2009 (3 months)
Treviso Area, Italy

I've worked to the production of PetPals' Short. The short will realise on 22nd genuary of 2010 at the movie theater. I've worked at the BigRock School for the Gruppo Alcuni socety. The short is realized in stereoscopic way and I have worked to the render, shaders and lighting group of the production team.

link to the short film "PetPals":
https://vimeo.com/16411492

Bapufilm
Assistant Filming and Computer Engineer
May 2006 - September 2008 (2 years 5 months)
Treviglio (BG)

I've collaborated with Bapufilm Production, a video agency, for shooting and on-line broadcast trasmission of events like surf italian league, snowboard competitions, downhill races, various documentary; management of networks for the links during the shoots, applications developing for the data management and comunicaton during the shoots for users , 2D motion graphic and site management.

free lancer
Web Designer, Web and Media Developer
January 2004 - September 2008 (4 years 9 months)
Treviglio (BG)

Planning and creation of web sites from the structure to the design.
Management of web retailing and wholesailing of products.

GBX Point

Computer Engineer
January 2006 - February 2008 (2 years 2 months)
Treviglio (BG)

Graphic and marketing management of the firm, planning and management of the internet site, directly contact with clients and outfitters for products order or assitance, catalogues and brochures production, 2D graphic planning of products and respective serigraphy, softwares and Visual Basic applications for interacion between user and machine.

"De Amicis" Primary School
Computer Teacher
January 2004 - March 2005 (1 year 3 months)
Treviglio (BG)

I've teached to the students of primary school: computer architecture, educative softwares, Microsoft Word and paint program.

Education

Master in Computer Grafica
Master's Degree, Graphic Computer · (2008 - 2009)

Università degli Studi di Milano
96/110, Digital Comunication · (2001 - 2004)

Liceo Scientifico Statale Galileo Galilei
The Scientific Maturity, address matters of scientific · (1996 - 2001)