

Contact

Via Romolo Balzani, 44
00177 - Roma
Italy
+39 328 8744212 (Mobile)
magnitudo@gmail.com

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

Top Skills

cloth
Pet Grooming
Team Management

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
Kidsreen Awards 2024 Category
Best New Series
Kidsreen Awards 2024 Category
Best in Class

Michele Boldoni

Rigging Supervisor at RAINBOW CGI
Rome, Latium, Italy

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 expressions of the puppets. I work with MEL/Python language to develop useful animation and rigging scripts.

I'm also familiar with Modeling, Grooming, FX, Anim 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 Management

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>

Experience

RAINBOW CGI

14 years 11 months

Rigging Supervisor

May 2015 - Present (9 years 1 month)

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 3
- Pupstruction 2
- Mermaids Magic of the Deep
- Blippi Wonders 3
- Spot Natalizio AS Roma (It's a Magic Family)
- Blippi Wonders 2
- Pupstruction
- SuperKitties
- 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
- 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

Mocap Developer and Technician

July 2013 - Present (10 years 11 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

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

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 Academy - Digital Entertainment Academy

Teacher Rigging

September 2011 - Present (12 years 9 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 setup 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!

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.

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.

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.

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".

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.

"Paper Plane" animated short film

Character Rigger for "Paper Plane" Short

September 2009 - March 2010 (7 months)

Rome Area, Italy

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.

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 gennuary 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.

Bapufilm di Paolo Aralla

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.

Freelancer

Web Designer 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.

GB XPOINT

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 taught 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 Communication · (2001 - 2004)

Liceo Scientifico Statale Galileo Galilei

The Scientific Maturity, address matters of scientific · (1996 - 2001)