

# Davide La Sala

Technical Artist

daxx2k@gmail.com

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## Summary

I have more than 10 years of production experience in TV, Feature Animation, Visual Effect and VR in many studios around the world.

I have a solid experience in animation rigs, deformations, and above all facial setup for cartoon characters and photorealistic creatures, I'm also proficient in building tools and pipeline development.

I consider myself an excellent problem solver and I have a strong artist eye.

I'm very productive and committed to delivering high-quality work, always responsible and reliable in what I do, I'm very motivated, a great team player and I also have excellent leadership skills.

Software: Maya, Unity3D, After Effect, Premiere, Photoshop/Gimp, Nuke.

Programming: Mel, Python.

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## Experience

### **Technical Artist at Oculus VR**

May 2016 - August 2016 (4 months)

2D/3D Artist for unannounced Oculus VR projects

### **Lead Character TD at MPC**

May 2013 - April 2016 (3 years)

I've been responsible for leading people and for facial, body deformations, cloth and props rigs for hero and crowd characters in these projects :

- Ghostbusters
- Fantastic Four
- Cinderella

While I was in between shows I've also contribute on these projects :

- The Revenant
- X-men : Apocalypse

- Batman V Superman: Dawn of Justice
- Into The Woods
- Night at the Museum: Secret of the Tomb

### **Senior Character TD at MPC**

March 2013 - June 2013 (4 months)

I've been responsible for facial, body deformations, cloth and props rigs in these projects :

- Guardians of the Galaxy
- Maleficent
- The Amazing Spider-Man 2
- 300 : Rise of an Empire
- The Lone Ranger

### **Character TD at DreamWorks Animation**

December 2008 - November 2012 (4 years)

I've been responsible for facial, body deformations, cloth and props rigs for hero and crowd characters in these projects :

- Me and My Shadow (2013)
- Turbo (2013)
- The Croods (2013)
- Rise of The Guardians (2012)
- Puss in Boots (The Three Diablos) (2012)
- Monsters vs Aliens: Mutant Pumpkins from Outer Space (TV Special) (2009)

### **Character TD at Framestore**

November 2005 - October 2008 (3 years)

I've been responsible for facial, body deformations, cloth and props rigs for hero and crowd characters in these projects :

- The Tale of Despereaux (Universal) (2008)
- Underdog (Disney) (2007)

### **Character TD / Generalist 3D Artist at Lumiq Studios , Turin ITALY**

July 2004 - November 2005 (1 year 5 months)

I've been working for many TV Commercials , Corporate Videos and Music Videoclip.

### **Generalist 3D Artist at Blisscomedia, Turin ITALY**

March 1998 - March 2003 (5 years 1 month)

This company was my first experience in the magical world of the Computer Graphics, I was 17 years old when I started and I had the opportunity to work on many famous Music Videoclip ( Eiffel 65 Blue and others) in full cg, quite a rare thing in those years in Italy, Also as everybody else in the industry I did some flying logos, Corporate Videos and TV Commercials . It was a great experience :)

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## Organizations

### **Aldebaran Robotics, Developer Program**

Developer

January 2012 to Present

I'm a member of the Aldebaran Robotics Dev Program and I'm developing and creating apps for the NAO humanoid robot.

### **Renderglobal.org**

Moderator of the Character Rigging Section

I've been the moderator for one of the most important forum about computer graphics in Italy for the Rigging section of the website

### **ASIFA Hollywood**

Member

November 2008 to December 2012

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## Courses

### **Character TD**

DreamWorks Animation

Figure Drawing Class with Karl Gnass

### **Character TD / Generalist 3D Artist**

Lumiq Studios , Turin ITALY

Advanced Character Rigging Master Class with Felix

Balbas

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## Projects

### **Dreamworks Animation - Me and My Shadow (2014)**

Members: Davide La Sala

Face Character TD for Hero and Crowd Characters , Mentor.

### **Dreamworks Animation - Turbo**

2013 to Present

Members: Davide La Sala

Face Character TD.

**Dreamwroks Animation - The Croods**

2013 to Present

Members: Davide La Sala

Face, Body and Cloth Character TD for Hero Characters and Creatures

**Dreamworks Animation - Rise of The Guardians**

2012 to Present

Members: Davide La Sala

Character TD for Hero Characters.

**Dreamworks Animation - Puss in Boots - The Three Diablos (DVD)**

2012 to Present

Members: Davide La Sala

Face and Cloth Character TD for Hero Characters.

**Dreamworks Animation - Monsters vs Aliens: Mutant Pumpkins from Outer Space (TV)**

2009 to Present

Members: Davide La Sala

Character TD.

**Toothache - iPhone/iPad Game**

Members: Davide La Sala, Simone Fiorito, Sergio Rocco, Ronal Mirabile, Francesco Carovillano

I've been responsible of the idea, creative direction of the game and the programming side of it.

**Universal - The Tale of Despereaux**

2008 to Present

Members: Davide La Sala

Face Character TD for Hero Characters , Animation and Pipeline Tools Developer.

**Walt Disney - Underdog The Movie**

2007 to Present

Members: Davide La Sala

Face, Body and Cloth Character TD for Hero Characters.

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## Languages

<b>English</b>	(Full professional proficiency)
<b>Italian</b>	(Native or bilingual proficiency)
<b>Spanish</b>	(Elementary proficiency)

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## Volunteer Experience

**Boy Scout at AGESCI**

1987 - 2000

**Organizer at L.A. Robotics Club**

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## Skills & Expertise

**Character Rigging**

**Character**

**Maya**

**Pipelines**

**MEL**

**Pipeline Development**

**Rigging**

**Facial Animation**

**Python**

**Unity3D**

**Character Animation**

**Face Rigging**

**Problem Solving**

**Characters**

**Animation**

**XSI**

**Facial Rigging**

**Computer Graphics**

**Houdini**

**Scripting**

**Feature Films**

**Renderman**

**Zbrush**

**Visual Effects**

**Computer Animation**

**After Effects**

**3D**

**Premiere**

**Look Development**

**Compositing**

**Film**

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## Publications

**"Character Learning Kit - The Art of 3D Toons"**

CG Toolkit 2007

Authors: Davide La Sala, CG Toolkit

For this book "Character Learning Kit - The Art of 3D Toons" I was a Co-Author responsible of the Rigging Chapters of the book where I've explained some basic techniques to achieve a nice body and face toon rig.

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## Education

**University of Turin, DAMS**

Cinematography and Film/Video Production, 2001 - 2001

**I.T.I.S. E. Majorana**

degree, Electronics and Telecommunications, 1995 - 2000

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## Interests

Electronics Gadgets and Robotics.

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## 19 people have recommended Davide

"It's rare that you come across people like Davide. I was lucky to have Davide leading the rigging team on the same project I was working on, this made easy the communication between his and mine department addressing any of our request when necessary and solving any issues we would have even in a short amount of time. His ability to handle multiple assets was unlike any I've seen before and made a dramatic difference during the entire project. I would highly recommend him for any position that requires both technical and artistic skills also an enthusiastic problem solving attitude, and comes with my heartfelt recommendation."

— **Francesco Pinto**, *Lead Technical Animator, MPC*, worked with Davide at MPC

"I knew Davide since he came back from America, in 2012, but it was only in 2014 that I had the opportunity to work together with him on several projects, while we were both employed in MPC. Working with him has been an amazing experience not only because he is a great person and a hard worker, but because he is always up to share his knowledge with other colleagues, and he seems to have a solution even for the most tricky of the tasks. His curiosity for new technologies and graphic solutions is surely one of the reasons why his knowledge is so extensive. Chatting with him is always a moment to learn something new. Working with him is never stressful and I really hope to have a chance to work with him again in the future. Highly recommended! "

— **Claudio Clemente**, *Modelling TD, character and blendshape artist, MPC*, worked directly with Davide at MPC

"Working with Davide is a great experience. He has an amazing resume built during his many years of production experience and his rigging (Maya), scripting (both Python and MEL) and anatomical (body and face) knowledge are amazing. On top of that he has a great personality, he's always keen to help other members of the team, even if very busy, giving as many feedback as he can. It's truly a luck to have the chance of working with him and learning from him and I'm very glad to have had that opportunity."

— **Marco Iannaccone**, *Rigging TD, MPC*, reported to Davide at MPC

"I first met Davide when we was assigned to the team I was supervising, do character and prop rigging for the TV Special Monster's Vs Pumpkins. Davide has also worked for me doing character rigging for The Croods feature film. On both of these projects, Davide proved to know his well, and was an indispensable

member of the crew. He continues to be a key contributor to the work we do here at DreamWorks. Davide is organized and conscientious, which makes him very reliable. He has continued to hone his skill set and aesthetic capabilities, and he has become a valuable member of our team."

— **Kevin Rodgers**, managed Davide at DreamWorks Animation

"I've worked with Davide over that past few years, most recently on the 'Turbo' production. Davide was extremely motivated and very productive. I very much appreciated his talent for going above and beyond his assignment and looking for ways to improve his characters and also the workflow for the rest of the face group. Davide can always be counted on to be responsible and creative with any given assignment. He has a real passion for the work and will be missed here at DreamWorks."

— **Ted Forgrave**, managed Davide at DreamWorks Animation

"Davide worked with me on the CG Feature Film "The Croods" creating motion systems and body deformations for multiple characters on the show. He was responsible for one of our main characters, as well as systems for multiple challenging clothing items. Davide has great enthusiasm when it comes to his work and was always looking to improve his work and design better technical solutions. He has proved to be able to deliver high quality work on the technical side as well as on the artistic side of his tasks. I would hope to be able to work with him together on future projects and recommend him."

— **Sven Pohle**, managed Davide at DreamWorks Animation

"I worked with Davide on The Tale of Despereaux. His contribution to the characters rig development was impressive and very much appreciated by the whole of the animation team."

— **Gabriele Zucchelli**, worked with Davide at Framestore

"I met Davide in London at Framestore, where we both worked on the animated feature "The Tale of Despereaux". He worked on a lot of very useful tools and scripts for both, the rigging dept. and the animation dept. and was working on faceRigs later in production. He has a strong problem solving ability and I learned a lot from him. Davide is a very talented character TD and a great friend, I highly recommend him and am glad that I now get the chance to work with him again."

— **Nico Sanghrajka**, worked directly with Davide at Framestore

"I worked together with Davide during the project "The Tale of Despereaux". There I found he was very polyvalent, able to play every necessary role within and outside of the rigging department. He was a very good team player always ready to help others and would come up with solutions for any upcoming problems. I didn't matter if it was in the field of pipeline, animation or deformation, Davide would propose a solution we could use."

— **Emmanuel Seynaeve**, managed Davide indirectly at Framestore

"Davide is a precious professional, very skilled. He has the quality that each Character TD should have: he takes problem solving with great responsibility and he never leaves the animators alone."

— **Diego Viezzoli**, managed Davide at Framestore

"I was working with Davide at Framestore, on Underdog and on The Tale of Despereaux. Davide is one of the strongest riggers I've worked with. He excels both technically and artistically, he's very smart and very inventive. His rigs are top quality and his solutions are clever, with a fresh angle each time, often original. He can clearly think out of the box and inspires people around. He's an excellent team-player, always there for others. He is cheerful with a great sense of humour, and a pleasure to work with. I'd be happy to work with him again."

— **Dorota Sikorska**, worked directly with Davide at Framestore

"to whom this might concern. I've met Davide at a workshop I once gave in a school in Italy (Virtual, Torino). He immediately stood out for his creativity and animation-friendly rig designs. He's extremely creative and with good technical skills. His capabilities of thinking outside the box make him a very valuable input when looking for solutions/designs. Initially he comes across a bit dry and maybe a touch rude, but is only shyness. As soon as he knows people, he's the opposite, with a strong personality and a great sense of humour. I hired him and I'd definitely work with him again. felix"

— **Felix Balbas**, managed Davide indirectly at Framestore

"I did facial rigging with Davide for 10 months on The Tale of Despereaux. It was a delight and honor to work along side such a talented individual. Davide is a one of a kind. He is full of answers of everything technical from rigging to iphones. I'm proud to call him a colleague and dear friend."

— **Wade Ryer**, worked directly with Davide at Framestore

"I worked with Davide for a while on the Tale of Desperesaux. I was starting out as a rigger at the time and i can attribute a lot of what i learn't to Davide. He's a pleasure to work with, always willing to help and make time. He develops quick effective rigs, cool tools and has an extensive knowledge of the discipline. He'd be an asset to any rigging team. He's a really nice guy as well despite looking a bit scary."

— **Craig Bardsley**, worked directly with Davide at Framestore

"I has been Davide's rigging supervisor on the full-CG feature "the tale of despereaux". Davide is extremely talented artist. Very inventive a versatile. Has solid experience in animation rigs, deformations, facial setup as well as the pipeline. With confidence i could assign Davide the most challenging tasks which he would

implement in a quick and high quality manner. Davide is a great team player, always pro active. I highly recommend Davide as an excellent rigger."

— **Yakov Baytler**, managed Davide at Framestore

"Davide is a spectacular professional, working with him is a great experience, he's very well prepared in his job. I worked with him at Lumiq Studio for 4 years and I recommend Davide for the high ability!!!"

— **Daniele Scerra**, worked directly with Davide at Lumiq Studios , Turin ITALY

"i met david in lumiq studios....he is one of the best man i have ever met! able in its job and always full of resources"

— **Matteo Bacci**, worked directly with Davide at Lumiq Studios , Turin ITALY

"I worked with David at the beginning of his career in the CG and even then I could appreciate his talent, his deep knowledge of the tools, its ability to find innovative solutions. David is a great professional and has the talent to be more oriented towards the future"

— **gilberto gennero**, worked directly with Davide at Blisscomedia, Turin ITALY

""Davide is an incredible 3D Artist, I've seen him work some years ago, he' s driven by big passion, for him CG is all, I think he is a Genius!""

— **Dom Capuano**, worked with Davide at Blisscomedia, Turin ITALY

[Contact Davide on LinkedIn](#)