

ADRIANO VALENTINI

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TECHNICAL ARTIST · REAL-TIME GRAPHICS, GPU PROGRAMMING AND VFX

Turin, Italy

Portfolio: [Showreel](#) [artstation.com](#) [Sketchfab](#) [LinkedIn](#)

Engineer with a Master's degree in Cinema and Media Engineering, working in visual effects and technical art. As VFX Supervisor on a short film and in personal projects, I have handled the entire VFX pipeline: on-set supervision, camera tracking, photogrammetry, CG modeling, rendering and compositing. I also have a solid background in GPU programming and procedural tools, and I move comfortably between technical work and artistic production.

SELECTED WORK

Lenia Mixer, audio-reactive engine for continuous cellular automata

[itch.io](#)

Master's thesis. I designed and built a real-time generative graphics tool in Unity and C#, driven by live audio, with the simulation written in HLSL compute shaders and an FFT convolution pipeline running entirely on the GPU.

VFX Supervisor, "Eclipse" (short film by Alberto Nicco and Andrea D'Eredità)

October 2025 – September 2026

In charge of all the CGI work on the short film. I worked alongside the directors on set planning, making the shots they had envisioned achievable with the available equipment. In post-production I carried out the full set extension pipeline on some shots and object removal on others, through to final compositing.

3D asset creator, commercial marketplaces (TurboSquid, CGTrader, Fab)

2022 – present

I produce and sell a catalog of professional-grade photogrammetry 3D models, prepared both as optimized real-time assets and as high-density meshes for rendering. [TurboSquid](#) · [CGTrader](#) · [Fab](#)

PROJECTS

Civitas Mortis, technical and gameplay prototyping of a multiplayer 3D RPG in Unreal Engine. 

Procedural fortified walls tool, a Blender Geometry Nodes system that generates photorealistic castles and fortresses from splines and parameters. 

Dragon VFX shot, full VFX pipeline: camera tracking, photogrammetric reconstruction of the set, CG set modeling in Blender, hand-keyed animation, set extension compositing and color grading. 

GPU simulation in CUDA, parallel simulation in CUDA C++ with integrated machine learning. 

Playing card recognition, a computer vision system that detects and classifies playing cards in video.

SKILLS

Compositing After Effects, DaVinci Resolve, Premiere Pro, Photoshop, camera tracking, color grading

3D pipeline Modeling, UV layout, texturing, retopology and texture baking, animation, lighting, rendering, procedural geometry and effects with node-based systems, 3D printing

3D software Blender, Substance Painter, ZBrush, Houdini (basic)

Real-time Unity, Unreal Engine, GPU parallelization and optimization, RenderDoc

Capture Terrestrial and aerial photogrammetry (small drones), Metashape, RealityCapture, NeRF and Gaussian Splatting training

Programming HLSL (compute and shading), C#, C++, C, CUDA, Python, Java, Git / GitHub

EDUCATION

Cinema and Media Engineering, Politecnico di Torino

Master's degree (LM-32)

March 2026 · 110/110

Courses: GPU Programming, Visual Effects (30/30), Computer Animation, Image Processing and Computer Vision

Bachelor's degree (L-8)

March 2023

Courses: Computer Graphics, Image Processing and Computer Vision

Scientific high school diploma, Liceo Scientifico Arcangelo Scacchi, Bari

Languages: Italian (native) · English C1, Cambridge certificate