

Jessie Amadio

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Eligible for work in USA and EU

REEL BREAKDOWN

NEXT AWAITS - Hyundai (2019)

MPC London - Dir. Dante Ariola

VFX Supervisor, incl. shoot supervision.

Oversaw creation of full CG car without CAD, time-lapse landscape, and extensive DMP.

3 month schedule., 2 min final length.

SKY Q3 - Sky (2017) - MPC London

CG Supervisor, oversaw from previs and asset build to final render, full CG 60s one-shot (Houdini).

THE BOY AND THE PIANO - John Lewis (2018)

MPC London - Dir. Seb Edwards

Lighting on CG face replacements in four shots.

Lookdev on Elton skin shader (Maya).

BUSTER THE BOXER - John Lewis (2016)

MPC London - Dir. Dougal Wilson

Lighting of multiple creatures & trampoline (Maya).

TOY - Chushelle (2018) - MPC London

Lighting on three shots, koala & teddy bear (Maya).

CHRISTMAS 2117 - Edeka (2017) - MPC London

Lighting on cinema lobby sequence (Houdini).

THE STORK - Fiat (2017) - MPC London

Lighting Lead, set light in all shots and finalised featured shots of stork (Houdini).

BORN CONFIDENT - VW (2017) - MPC London

Lighting of creature in three shots (Maya).

THE BISCUIT JAR - Milka (2016) - MPC London

Lighting of Old Man & close up of Clock (Maya).

LITTLE TWISTS - Sainsbury's (2016) - MPC London

Lighting on squirrels in five shots (Houdini).

HAGRID'S MAGICAL CREATURES - Universal (2019)

MPC London - Dir. John Sunter

VFX Supervisor, incl. shoot supervision.

Oversaw creature build, anim, lighting & FX.

Devised seamless shot blends for one-shot.

3 month schedule. Lighting on centaur shot.

TRUST - Agos (2017) - MPC London

CG Supervisor, delivered 10 creature shots in 4 weeks.

Oversaw groom and rig updates, lighting, and anim.

Lighting on one shot of bear facing girl, sculpted basic blendshapes and set up basic fur simulation (Maya).

TRAILBLAZERS - Heineken (2017)

MPC London - Dir. Matthijs van Heijningen

Lighting on two space-station shots and look-setting on opening wide of space-station (Maya).

Rendered comet volumes and FX destruction.

BE MORE BEROCCA - Berocca (2017) - MPC London

Lighting of creature in two shots (Maya).

Look development of tongue and mouth.

TAKUMI CATS - Lexus (2017) - MPC London

Lighting Lead, lighting in multiple shots (Maya).

WEDDING - California Cheese (2014) - Method LA

Lighting & lookdev on muzzle in all 19 shots (Houdini).

IMAGINATION / ONE DAY - GE (2014) - Method LA

Developed feather groom for plane asset (Houdini).

Lighting & lookdev on all engines and plane shots.

FIRE AGE - Game of War (2013) - Method LA

Lighting & lookdev of Hydra in 3 shots (Houdini).

FACTORY OF LIFE - Infiniti (2013) - Method LA

Lighting of robots in seven shots (Maya V-Ray).

BODY ON FRAME - Nissan (2012) - MPC LA

Lighting & lookdev of moving car part (Maya).

SOFTWARE

Maya - Houdini (Arnold, Vray, Mantra, HtoA) - Nuke - Photoshop - Python- Linux