

CARLO ORLANDI

VFX COMPOSITOR | PHOTOGRAPHER | GAMEDEV

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www.carlo-orlandi.com

I have worked in the **visual effects industry** on **feature films**, tv series and advertising **since 2009**. I have also worked on motion graphics, stereoscopic and 360° projects and I have developed nuke plugins to interact with project management software.

I'm a **photographer** specialized in studio lighting and since 2010 I **produce an online photography video course** with more than 52,000 subscribers and more than 5 millions total views.

In 2019 as the **co-founder** of **Village Bench**, I **developed and released** the videogame **Killer Chambers** on Steam, itch.io, Nintendo Switch and XBOX.

Nationality:
Italian

Date of Birth:
1st June 1987

Languages:
Italian (native speaker)
Bulgarian (native speaker)
English (professional)
Spanish (basic)

EXPERIENCE

2013 - Present - Senior Composer for **Worldwide FX** - Sofia (Bulgaria) / London (United Kingdom)

Softwares used: Nuke, After Effects

Feature films:

Expendables (2023), Comandante (2023), April 29 1992 (2023), Secret Headquarters (2022), Spirited (2022), The Offering (2022), Memory (2021), Till Death (2021), Jolt (2021), The Protégé (2021), Occupation: Rainfall (2020), The Hitman's Wife's Bodyguard (2020), The Outpost (2020), Hellboy (2019), Hunter Killer (2018), Loving Pablo (2017), The Hitman's Bodyguard (2017), Security (2017), Mechanic: Resurrection (2016), London Has Fallen (2015), Criminal (2015), The Expendables 3 (2014), Autómata (2014), Hercules (2014)

TV series:

Valley of Tears (2020)
Midnight at the Pera Palace (2021)
Die Geschichte der Menschheit (2022)
Tender Hearts (2023)
Unwanted (2023)

Music videos:

"Strange" by Celeste (2019)

2010 - 2013 - Senior Composer for **Cane Cane** - Rome (Italy)

Softwares used: Nuke, Combustion, Photoshop

TCL & Python programmer:

Plugin development focused for the optimization of the workflow.

Feature films:

2047: Sights of Death (2014), Getaway (2013), Niente Può Fermarci (2013), Il Terzo Tempo (2013), La Mia Mamma Suona Il Rock (2013), Natale a 4 Zampe (2012), Lighting Strike (2012), September Eleven 1683 (2012), Gladiators of Rome (2012), Operazione Vacanze (2012), Posti in Piedi in Paradiso (2011), Vacanze di Natale a Cortina (2011), Matrimonio a Parigi (2011), Napoletans (2011), Box Office 3D (2011), Una Cella in Due (2011), Manuale d'amore (2011), Natale in Sudafrica (2010)

TV series:

The Beauty and the Beast (2014), Gli Anni Spezzati (2013), Rossella 2 (2013), Il Paese delle Piccole Piogge (2012), Il Restauratore (2011)

2009 - 2010 - Composer for **Direct2Brain** - Latina (Italy) / Rome (Italy)

Softwares used: Nuke, After Effects, Combustion, Photoshop, Premiere, Encore, Poser

TV commercials:

Bisolvon, Raid Automatic, Euronics, Aqualtis (2010)
Ford Fiesta, Chrysler, Samsung Omnia HD, Meliconi, Coppa Oro, Malù, Tantum Verde (2009)

Institutional video:

New K.A.I.A. Project (2010)

Feature films:

L'Affare Bonnard (2010)

Music videos:

"Ti Vorrei Sollevare" by Elisa (2010)

Still photographer:

on set photographer during the shooting of the short film "The Fairy".

2017 - Present - Co-creator of the game **Killer Chambers** - www.villagebench.com/killer-chambers

Co-founder and gamedev of the studio Village Bench, developers of Killer Chambers, an action-platformer game released on Steam, itch.io, Nintendo Switch and XBOX.

2010 - Present - Creator of the online photography course **Playerdue Lighting** - www.playerdue.com

Italian photography course in video-lessons and online photography community with more than 52,000 subscribers, almost 5 million views and collaborations with brands such as Fujifilm, Panasonic, Cactus Image, Buffalo Technology and Ricoh.

Freelancing

Composer freelance:

Softwares used: After Effects, Photoshop, Illustrator

Institutional video:

GeoWeb (2014)

Mad in Italy (2010)

Le 4 Fatiche di Antenore (2013)

Promo and commercials:

La Grande Scienza (2009)

Vertigine (2009)

Mad in Italy (2009)

Music videos:

"Promenade" by Eugene (2013)

Teacher and organizer of photography workshops and courses

Workshops and courses on portraiture, studio lighting and the basis of photography.

Filmmaker for the advertising agency Alto Valore - Tivoli (Italy)

Filming and editing of a promotional video for the restaurant Il Torchio.

Participant in the television program Tutorial

Television program by channel La3 for young internet videomakers.

SKILLS

Compositing:

Nuke - Adobe After Effects - Combustion

2D graphics:

Adobe Photoshop - Adobe Illustrator - Adobe Lightroom

Editing:

DaVinci Resolve - Adobe Premiere

Tracking:

PFTrack - Boujou

3D graphics:

Fusion 360 - AutoCAD - Maya - 3D Studio Max

Programming:

Python e TCL - W3C HTML & CSS - PHP

Database:

SQL - Mysql - Access

Page Layout:

Adobe InDesign

Photography:

portraiture - product photography - studio lighting

(skill level represented as follows: **advanced**, **good**, basic)

EDUCATION

2011 – Bachelor's degree in "**Design & Multimedia**" with 110/110 – Rome (ITALY)

"La Sapienza" University of Rome

2006 – Scientific high school degree – Tivoli RM (ITALY)

Science and Maths High School "Lazzaro Spallanzani"