CARLO ROTOLO

SENIOR 3D ANIMATOR & STORYBOARD ARTIST
carlorotolo@gmail.com | mobile +32 477 085251 | LinkedIn |

Senior 3D Animator & Storyboard Artist with over 20 years of experience in international feature film and gaming productions. Expert in keyframe animation and storyboards, combining a strong Fine Arts background with a deep understanding of narrative structure. Proven ability to bridge the gap between technical execution and visual storytelling across film, games, and independent publishing.

EXPERIENCE

nWave Studios
2010 - MARCH 2026, BRUSSELS

Senior Animator & Storyboard Artist

Contributed to multiple international animated feature films, including *Sammy 2*, *The Son of Bigfoot, and Hopper*. Consistently delivered high-end visual performances as an animator and bridged the gap between script and visual storytelling as a storyboard artist.

Key Contributions:

- Character Acting & Animation: Authored keyframe animations, prioritizing nuanced acting and physical weight to maintain the high production standards of feature-film storytelling.

- Visual Storytelling & Storyboard: Translated complex narrative beats into dynamic visual sequences, focusing on cinematic staging and emotional impact during early production phases, while maintaining alignment with the Director's vision.

- Collaborative Problem Solving: Actively participated in creative peer reviews, providing constructive input on shots to foster a healthy and productive creative work environment.

Crytek
2009 - 2010 FRANKFURT

in-game Animator

Contributed to the development of the AAA first-person shooter *Crysis 2*, focusing on high-fidelity character animation for non-human assets.

Key Contributions:

- Keyframe Animation: Authored animations for alien NPCs, ensuring fluid and dynamic movement through pure keyframing, focused on translating non-human anatomy into believable in-game performances, maintaining high visual standards for flagship enemy characters

- Combat Mechanics: Responsible for designing and executing "hit and death reactions," significantly enhancing the weight, impact, and physical immersion of combat encounters.

PRIOR EXPERIENCE (2001-2009)

Luxanimation
2008 - 2009, DONCOLS, LUXEMBOURG

Animator
Contributed to the animation of the feature film *Bob and Bobette: the Texas Rangers* and to the TV series *Babar*

White Shark Film
2007, STOCKHOLM

Animator
Contributed to the animation of the feature film *Gnomes and Trolls – the secret chamber*

Rainbow CGI
2006 - 2007, ROME

LayoutArtist & Animator
Contributed to the animation and layout of the feature film *Winx Club – the secret of the lost kingdom*

Key Contributions:
Orchestrated scene blocking and camera choreography, identifying creative solutions to enhance narrative pacing and technical workflow efficiency.

Lumiq Studios
2005 - 2006, TURIN

Animator
Contributed to the animation of the feature film *Donkey Xote*

Digitrace Tek
2004 - 2005 ROME

Animator
Contributed to the animation of the feature film *Leo, the Lion*

Ubik
2004, MILAN

3D Generalist
Delivered end-to-end solutions for commercial pre-production and production

Rumblefish
2003 -2004 ,MILAN

3D Generalist & Motion Graphic Designer
Developed visual solutions for the advertising sector, utilizing 2D/3D tools to transform client requirements into professional graphic design assets and animations

H&G
2003 -2004 ,BRESCIA

3D Generalist
Handled character design, modeling, and animation for diverse media, including music videos and technical industrial visualizations

EXPERTISE & SKILLS

Animation & Visual Storytelling

CHARACTER ANIMATION

Deep **understanding of animation principles and styles**, with a focus on character performance and subtext. Proven ability to translate a director's vision into nuanced performances, consistently seeking the subtle details that bring depth and authenticity to every frame.

STORYBOARDING

Translating scripts into a compelling visual language by adding narrative depth and character insight.
Skilled in exploring multiple creative possibilities and testing ideas to strengthen the story's structure, offering a unique personal creative perspective always at the service of the story.

CINEMATOGRAPHY & LAYOUT

Expertise in camera blocking, staging, and narrative pacing

ARTISTIC FOUNDATIONS

Grounded in traditional academic training, with an advanced command of anatomy, perspective, color theory, and composition. This classical foundation informs every stage of the creative process, ensuring structural integrity and visual harmony in character design and environmental storytelling.

Visual Development & Design

ILLUSTRATION

Solid traditional and digital painting skills built upon years of formal artistic training and studies. Focused on character and environment design, with special attention to how personality and narrative inform visuals.

STORY DEVELOPMENT

Experience in **script interpretation with understanding of dramatic and narrative structures.** Focused on how story arcs and character motivations inform every scene, ensuring thematic consistency and narrative coherence throughout the creative process.

POST-PRODUCTION

General understanding of video editing and montage

Softwares & Tools

3D Animation
AUTODESK MAYA

Storyboard
TOON BOON STORYBOARD PRO

Digital illustration
ADOBE PHOTOSHOP, AFFINITY PHOTO, PROCREATE, CLIP STUDIO PAINT

Video editing & Motion Graphic
DA VINCI RESOLVE, AFTER EFFECTS

Layout and typesetting for print-ready media
ADOBE InDESIGN; AFFINITY PUBLISHER

ADDITIONAL INFO

Education

Bachelor of Fine Arts (BFA)

MARCH 2000, ACCADEMIA DI BELLE ARTI, MILANO

Final Grade: 110/110 with Distinction

Soft Skills

Collaboration: extensive experience within international animation teams.

Ability to manage creative projects from concept to final delivery.

Attention to Detail: committed to maintaining high-quality standards

Critical analysis and thinking

Languages

ENGLISH - C1

ITALIAN - Native