
▶ Daniele Tirinnanzi

Nationality: Italian-British

Date of Birth: 27 Feb 1979

Gender: Male

Home address: 9935 Toluca Lake Ave. – Toluca Lake CA 91602

Cell Phone.: (1) 818 640 5705

E-mail: info@daniele-tirinnanzi.com

Web: www.daniele-tirinnanzi.com

Education

1999 – Make-up Designory School – Los Angeles

- ▶ Course of special make-up effects

1999 – Dick Smith

- ▶ Advanced Professional Make-up Course

1998 – Institute of Art of Florence

- ▶ Senior Degree in fine arts

Work Experience

2010

September 2010: Employed by Almost Human inc. – Los Angeles

- ▶ TV Series “Criminal Minds”: Sculptor, mold maker, lab technician

June 2010: Employed by Almost Human inc. – Los Angeles

- ▶ Feature film “Quarantine 2: Terminal”: Sculptor, mold maker, lab technician

May 2010:

- ▶ Produced and directed “Movie Animatronics Vol.2 Building an advanced eye mechanism” instructional DVD.

January 2010 – May 2010: Employed by I.M.A Sfx Studios, Pontassieve - Italy

- ▶ Sculptor, mold maker, lab technician, animatronics designer

2009

2009 Freelance work:

- ▶ George Clooney museum replica – Client: Louis Tussaud's Waxworks

- ▶ R/C Animatronic gorilla mask – complete design and creation – Client: Frightdome Studios, Las Vegas, U.S.A.
- ▶ “Movie Animatronics building a radio controlled mechanical mask” Instructional DVD – Producer, Writer.
- ▶ Pneumatic Animatronic sheriff character – Sculptor, painter, control system specialist – Client: I.M.A. Sfx Studios, Pontassieve (FI), Italy

2008

2008 Freelance work:

- ▶ “La Herencia Valdemar” Universal pictures / La Cruzada Entertainment feature film – Animatronic designer – Client: Plan9 FX s.l., Madrid, Spain
- ▶ Animatronic Pteranodon for Oltremare park in Riccione – Sculptor, mold maker, Lab technician, control system specialist – Client I.M.A. Sfx Studios, Pontassieve (FI), Italy
- ▶ Galeon scenery for Photo shoot – Set designer, carpenter – Client: Save the Queen, Campi Bisenzio (FI), Italy
- ▶ “The Circle” short film – Special Make-up effects – Client: Jeo Productions – Rome, Italy

2007

2007 Freelance work:

- ▶ Santa Claus Village scenery in Palermo, Italy – Foam scenery design and construction. Client: Trinakria development, Palermo, Italy.
- ▶ Architectural model for “Adventure Island” attraction at Oltremare park in Riccione, Italy – Client: I.M.A. Sfx Studios, Pontassieve (FI), Italy
- ▶ Animatronic animals for “Safari” ride at Cavallino Matto park in Donoratico, Italy – Project supervisor, Sculptor, Lab technician, Animatronic designer, control system specialist. Client: Ge.Ca. srl, Italy
- ▶ Animatronic Velociraptor for Oltremare Park in Riccione, Italy - Sculptor, mold maker, Animatronic designer, control system specialist. - Client: I.M.A. Sfx Studios, Pontassieve (FI), Italy
- ▶ Animatronic cactus mariachis for Levicoland park, Italy – Animatronic designer, control system specialist. Client: I.M.A. Sfx Studios, Pontassieve (FI), Italy

2006

2006 Freelance work:

- ▶ Lifelike silicone replicas for the Serial Killer museum in Florence, Italy – Sculptor, Lab Technician, painter. Client: I.M.A. Sfx Studios, Pontassieve (FI), Italy
- ▶ British garden scenery for photo shoot – Production designer, carpenter – Client: Save the Queen, Campi Bisenzio (FI), Italy
- ▶ Prosthetic make-up for the music video “Dimmi dimmi tu” by Frankie Hi-nrg. – Sculptor, mold maker, on-set prosthetic application.

1999 – 2005

2004 – 2005 Diaframma, Calenzano (FI), Italy:

- ▶ Set designer, scenographer, prop builder for numerous TV commercials.

2002 – 2003 Employed by Movie studios park, Lazise sul Garda (VR), Italy:

- ▶ Sculptor, Mold maker, Animatronic designer, painter on many themeing installments and attractions.

1999 - 2001 Employed by I.M.A. Sfx Studios, Pontassieve, Italy:

- ▶ Sculptor, Mold, maker, Lab technician, Animatronic designer on many projects for TV, Advertising, Photography, Music videos and theme parks.

Skills

- ▶ Specialized in sculpting, painting, character design and animatronics. Experience with R/C, Pneumatics and cable control
- ▶ Special make-up effects
- ▶ Highly experienced mold maker and lab technician
- ▶ Prosthetic creation – Foam latex, silicones, gelatin, Pros-Aide
- ▶ Dentures and eyeballs
- ▶ Gilderfluke control systems – Installation and programming
- ▶ Programming and operation of CNC routers and foam cutting machinery
- ▶ Scenography design and construction
- ▶ Model-maker

Spoken languages

- ▶ Italian – Mother tongue
- ▶ English – Mother tongue
- ▶ Spanish – Good
- ▶ French – Basic

Other non-related skills

- ▶ Php, asp, web and database programming languages
- ▶ Web design