

SVETLA CAVALERI

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EXPERIENCE

BLUE SKY STUDIOS

Crowds and Character Simulation Artist

June 2013 - Present

Projects: Rio 2 (2014), The Peanuts Movie (2015), Ice Age: Collision Course (2016), Ferdinand (2017), Spies in Disguise (2019), Nimona (2021 unreleased)

- Served as lead on several sequences. Created initial placement for Layout and Crowd artists that worked on the sequences.
- Created pleasing compositions of crowd characters ranging from a handful to several thousand agents on screen.
- Performed animation adjustments to enhance shots and to address Director's notes.
- Assisted with animation retarget fixes in preparation of the cycles as part of pre-production.
- Performed agent casting for several sequences and presented them to Design and Directors for approval.
- Worked closely with leads and TDs on the team to aid in HDA tools development and new USD pipeline and workflows testing.
- Assisted Character Simulation department at the end of each show as they needed more hands on deck. I re-trained into their updated pipeline every show and did cloth, hair, skin, and props simulation as needed on shot-per-shot basis.

Junior Technical Director

June 2012 - May 2013

Projects: Epic (2013)

- Assisted Character Simulation department on Epic. Worked on over 150 shots and simulated cloth, hair and armor for various characters.
- Performed quality checks on all stereo frames going into Stereo department for finishing work.
- Continued to perform all tasks listed below in the LTA position.

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Lighting Technical Assistant

October 2010 – June 2012

Projects: Rio (2011), Ice Age: Continental Drift (2012)

- Assisted Character Simulation department with Ice Age: Continental Drift, worked on over 30 shots and simulated hair/fur and skin for various characters.
- Prepared and rendered shots and facilitated the smooth transition of sequences from Animation into Lighting.
- Tracked sequences through final render and assisted Lighting and Compositing.
- Processed marketing requests and assisted Production Engineering with performance tests. Wrote scripts to automate and assist day-to-day activities in the department, and created documentation for training purposes.

RELEVANT QUALIFICATIONS

Software: Houdini, Maya, Nuke, Qualoth, Photoshop, DaVinci Resolve, USD

Languages: Python, VEX, Hscript, MEL, Csh, Perl

Operating Systems: Unix/Linux, Mac, Windows

EDUCATION

Continuing Education in Computer Art

School of Visual Arts, NY

Master of Business Administration

University of Connecticut, CT (2012)

BS, Computer Science

University of Bridgeport, CT (2004)

/minor Mathematics Magna Cum Laude

ACHIEVEMENTS

Six Sigma: Green Belt Certified

Honor Societies: Beta Gamma Sigma, Phi Kappa Phi, Upsilon Phi Epsilon

ADDITIONAL SKILLS

Flexible/Adaptable, Quick learner, Take direction well, Collaborative, Communicative, Efficient