



Andrea Caldarelli

Cinema and Digital Media Engineer

Specialized in **Video Production** and **Post-production**.

Proficient in managing the end-to-end creative workflow, with core competencies in **Cinematography**, **Video Editing**, and **Color Grading**. Experienced in **Visual Design** projects with focus on **UX Design**.

Contacts

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Skills

Video Production

Professional Cameras and Lights

Video & Photo Post-Production

Da Vinci Resolve, Photoshop, After Effects

3D Animation & Modeling

Blender, Unity

UX Design

Figma, Framer

Audio Post-Production

Pro Tools, Reaper

Certifications

B2 English Certificate

Cambridge

Color Grading & Color Correction

Da Vinci Resolve

Drone License

category A1 & A3

Vertex AI, GenAI & AI basics

Google Skills & Coursera

Projects

Camera Operator & Focus Puller, Video Editing & Color - "FRAGILE"

Independent short-film, executed camera movements and manual focus pulling. Performed professional color correction and grading for final delivery.

Camera Operator & Focus Puller - "The Rope"

School short-film, executed camera movements and manual focus pulling. Managed camera rig setup and technical maintenance to ensure visual consistency throughout the production.

Experiences

Camera Operator - "Buongiorno Bruno" - Colorful Film

Short-Film, executed camera movements and managed camera rig setup.

Camera Assistant & Video Editor - SGI

Assisted camera operations and video editing for broadcast contents.

Camera Operator & Video Editor - Miss Italia & My Lamination

Professional video acquisition and cinematography. Quality video editing and post-production for commercial and social media platforms.

Content creator & Video Editor - Coesa Energy S.r.l.

Internship, produced video content for corporate communication.

Video & Photo Editor - Miss Italia, Onyrica

Managed post-production, including video editing and photo retouching.

User Experience Designer & Visual Designer - Sprint Reply IT

Master's Thesis, developed a user-centric digital interface using UX/UI methodologies. Focused on information architecture & interactive design.

Education

Master's Degree in Cinema and Media Engineering

Polytechnic of Turin | 2023 - 2025 | 110 cum Laude

Bachelor's Degree in Cinema and Media Engineering

Polytechnic of Turin | 2020 - 2023

Scientific High School Diploma - Traditional Scientific

Institute E. Majorana of Turin | 2015 - 2020