



Giuseppe Caruso

Cinema and
Digital Media Engineer

CONTACT

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- giuseppcaruso00
- Portfolio ↗

- Turin, Piedmont, Italy
- Noto, Syracuse, Sicily

LANGUAGES

Italian
Native

English
B2/C1

CORE EXPERTISE

- Video Production
- Color Grading
- Editing
- 3D Modeling
- Web Dev
- Generative AI
- Photography

About me

Master's student in Digital Media Engineering with expertise spanning technical development and creative production. I help people bring their visions to life through compelling visual storytelling.

Featured Projects

Cinematic short film "Fragile"

[Go to project ↗](#)

End-to-end production of narrative short films shot on RED Scarlet cinema camera. Simple but effective camera movements and professional color grading workflows in DaVinci Resolve. I worked here as DOP, Camera Operator and Colorist.

VFX Shot "Macello Castle Horse"

[Go to project ↗](#)

A VFX shot for the Visual Effects class of Politecnico di Torino. It is a all around complex shot where cgi elements and real footage were put together in a single scene. I worked as DOP, Camera Operator, Compositor (NukeX), Colorist and 3D Artist.

Work Experience

Video Editor and Content Creator Blank Spaces

August 2025 - February 2026

Produced and edited video content for digital platforms. Managed complete post-production workflows including color grading, sound design, and motion graphics delivery. Sometimes, CAD models refining and rendering in KeyShot.

Videomaker and Designer Squadra Corse PoliTO

October 2023 - March 2025

Directed and produced visual communication medias for university racing team. Managed team of designers and videomakers and managed digital presence across social media platforms.

Education

Master's Degree in Cinema & Digital Media Engineering Politecnico di Torino

08/2024 - Now

Bachelor's Degree in Cinema & Digital Media Engineering Politecnico di Torino

08/2019 - 04/2024

Technical Knowledge and Softwares

Video and Motion

Davinci Resolve, Premiere Pro, After Effects, LOG and RAW workflows, Drone Operation.

Photography and Imaging

Lightroom, Studio Photography, Generative AI, ComfyUI

Audio

Audition, Reaper, Microphone setup and Calibration.

Design and 3D

Figma, Illustrator, Blender, Plasticity, 3D Printing, KeyShot, CAD Rendering.