Giuseppe Caruso

Cinema and Digital Media Engineer

CONTACT

- +39 3925808834
- giuseppe.caruso.sc@gmail.com
- giuseppecaruso00
- 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

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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

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.

Bachelor's Degree in Cinema & Digital Media Engineering
Politecnico di Torino
08/2019 - 04/2024

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

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.