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Profile

I have more than 12 years experience in 3d visual effects for Film and broadcast Media. I have a 3d generalist skills set with strong Shading and Lighting ability and in-depth knowledge of Rendering and layering using Mental Ray.

I've been involved at every stage of the pipeline during my career and have thorough knowledge of the whole production process. Having the ability to take a shot from storyboard to final 3d composite. I enjoy with my work and I seek positions that allow me to apply my knowledge in a progressive and challenging environment in the Lighting and Rendering Department.

I'm currently learning MEL/Python and Renderman Studio.

Specialities

- Lighting - Characters and environments.
- Shading - LookDev.
- Render optimization and problem solving.

Experience

2011 (Currently) Polygon Pictures Tokyo: Senior Lighting and LookDev.

Project: Clone Wars, Animated Series, Season 4.

2011 (May) Rise I FX, Berlin: Lighting TD, and 3d generalist, modeling, shading and texturing.

Project: The Borgias (TV Serie)

2010 (December) Freelance: During this period I worked on the following projects, in which I developed the 3D based on the client's concept.

Project: NightBreeds (TV pilot) - CEPSA (TV spot) - Enel (Graphic campaign)

2010 (September) The Image Foundation (Freelance): Modeling, Shading, Lighting, Rendering and animation.

Project: Risk (Advertising and Animation)

2010 Digital 360°: Senior Lighting, Shading and Rendering.

Project: Conni 52x10 (TV Series)

Project: Lila 52x5 (TV Series)

2010 (June) Freelance: During this period I worked on the following projects, in which I developed the 3D based on the client's concept.

Project: SEAT, Rock in Rio 2010 (Graphics and TV spot)

Project: Agua Veri, promotion for the film Toy Story 3 (TV spot)

2010 (May) Digital Legends: For this project I produced the majority of the Vfx, from the explosions to the collisions. I also created modelled Low-Poly and various animations.

Project: Split Second for Iphone (Video Game)

2009 (December) Freelance: During this period I completed the following projects, for which I managed the development of the 3D starting with the clients' concepts.

Project: Clac i Rum for the Government of Catalonia (TV ad campaign)

Project: Danet, new Danone ad campaign (TV spot)

2009 (November) Digital 360°: Senior Lighting, Shading and Rendering.

Project: Aztronimo (TV series)

2009 (July) The Fantastic Film Factory (Beirut): 3D Generalist TD.

Project: Commercial for the Al-Rahji Bank. (3D integration in real environment).

2008 - 09 Anera Films S.L: Lighting, Shading and Rendering TD.

Projects: The Happets (52x7 episodes), Playing Guess (52x5).

2004 - 08 Digital Dreams Films S.L: Senior Lighting, Shading and Rendering.

Key Projects: Open Graves (feature film), Cher Ami (feature film), The Triplets (documentary), Uma (TV series), Els Capipota (TV series), Torre Jussana (promotion), Yume (promotional intro for the game), Hannya'05 (film festival 's intro)

2003 - 04 Ametsak Factory S.L: Junior 3D Generalist

Project: "Insomnia" divided into 2 phases: one a featured film and the other a TV series.

1998 - 2003 Gold Meskey S.L: Junior 3D Generalist.

Featured Clients: TV2, Chupa-chups, Smint, Henkel, Edebe, Planeta, and Cecauto.

Formation

1998 – 99: Technician, Image Synthesis (Maya) - IDEP

1997 – 98: Certificate in Alias|Wavefront (Maya) - IDEP

1996 – 99: Degree in Graphic Design and Multimedia - ICC Badalona

1995 – 96: Certificate in Autodesk (Autocad) - ICC Badalona

Software

Maya, Mental Ray, 3D Studio Max, Vray, Maxwell,Renderman Studio, Nuke , RV, Shake, After Effects, Final Cut, Premiere. Dead Line, Rush, Render Pal. Microsoft Office Suite (Word, Excel...)

Advanced mastery of the following operating systems: Windows, Osx, Linux/Unix. Network management using NT, samba y NFS for work environments in production or as a render farm.

Languages

Spanish (native language)

English (Limited working proficiency)

Availability

Immediate.

Personal interests

3D, animation, photography, film, books, music, trips.