

SKILLS

2D/3D & multi-pass compositing, rotoscoping, keying, 2D/3D & planar tracking, BG prep, paint-outs, set extension, 3D, projections, color correction, 2D/2.5D relighting, grain matching, matchmoving, CG integration, polygonal modeling, UV unwrapping, texturing, lighting, shading, animation, multi-pass, multi-layer rendering, photo editing & manipulation, digital painting, video editing.

SOFTWARES

Nuke, SilhouetteFX, Mocha, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Flash, Adobe Premiere Pro, Linux.

EXPERIENCE

Digital Compositor | Nomadic Pictures

"Van Helsing S4" Digital Compositor
"Wu Assassins S1" Digital Compositor
"The Order S1" Digital Compositor
"Van Helsing S3" Digital Compositor
2018 Sept - Actual | Vancouver, Canada

Digital Compositor | Artifex Studios

"Siren" Digital Compositor
"Ghost Wars" Digital Compositor
"Z-O-M-B-I-E-S" Digital Compositor
"The beach house" Digital Compositor
2017 Sept - 2018 June | Vancouver, Canada

Prep Artist - Digital Compositor | Double Negative

"Pacific Rim: Uprising" Digital Compositor
"Hostiles" Digital Compositor
"Blade Runner 2049" Prep Artist
"Wonderwoman" Prep Artist
"Annihilation" Prep Artist
"Fast & Furious 8" Prep Artist
2017 Jan - Jul | Vancouver, Canada

3D Modeler and VFX Artist | Blacksmith Studio

"La Noche del Coyote" Music video
2014-2015 | Madrid, Spain

3D Modeler and Animation | Play Medusa

"Warriors" Videogame
2013-2014 | Pamplona, Spain

EDUCATION

Lost Boys School of Visual Effects (Diploma) | Advanced Visual Effects Compositing

2015-2016 | Vancouver, Canada

FX Animation (Diploma) | After Effects program

2015 | Barcelona, Spain

ESNE (Degree) | Design and Development of Videogames

2010-2014 | Madrid, Spain

ABOUT ME

I'm an easy going person, very motivated and fast learner with love for films, curious of how things moves. I have a good eye for detail, light and color, willing to accept new challenges. I enjoy helping others and work team.