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VFX PROFESSIONAL EXPERIENCE

May 2010 – present:

AARDMAN ANIMATION STUDIO.

VFX stereo compositor (mid level) in “*The Pirates! In an adventure with scientists (in 3D)*”, released in March 2012.

- More than 65 shots succesfully composited and in time.
- Stereo compositing in Nuke: comp cgi elements (characters, sea, smoke) over real footage, comp dmp elements (background, skies), keying, roto, 2D tracking, camera tracking, 3D projections, grading, stereo fixes, stereo align.
- Programming of gizmos in Python: AardSky (generator of 3D stereo environments from a PSD file, with all items configurable), AardEdit (tool for reediting a shot based on an EDL), ConvertToOnes (transform a shot filmed in 2s and 1s into only 1s and converts them back to the original; this tool could save up to 50% time roto work time), AardSeaRock (projects an image into a card and applies the rocking movement generated in AardSky).
- Programming of plugins in C++: simple Crop (a very fast autocrop tool based on the alpha of an image).
- Pipeline development: creation of linux shell commands to quickly access to the latest wips and published files.
- Sequence work (balance of all the shots within a sequence).
- Look development (sea, skies and backgrounds colours to match the mood of the scene).
- Tech checks to ensure the filmed shots are valid for postproduction.
- Camera tracking in Boujou. Set aligning in Maya.
- Software reviews, induction of newcomers, writting procedure guides.

September 2003 – 2010:

AQTFILMS (www.aqtfilms.com)

Audiovisual production company.

Visual effects coordinator and compositor.

- Designing the look and feel of visual effects shots.
- Investigating new solutions, approaches and best available tools for the project.
- Meetings with the client to get feedback and requests.
- Visual effects artist: compositing, matchmoving, roto.

May 2005 – 2009:

PIXELCORPS (www.pixelcorps.com)

Online guild of visual effects artists.

Junior artisan.

- Matte paintings for Europa project: planets, ice crevasse.
- Camera tracking shots for Europa and Ikaros project, using different tools.
- Documenting achievements and produce video tutorials for other members.

September 2002 – August 2003:

VIDEOON

Audiovisual production company.

Freelance visual effects artist.

- Editing, postproduction (After Effects) and graphic design (Photoshop).

SOFTWARE & PROGRAMMING

- Compositing: Nuke (stereo), After Effects, Photoshop, Combustion, Monet.
- Matchmoving: Pftrack, Syntheyes, Boujou, Matchmover.
- Roto: Mokey, Motor, Silhouette.
- 3D: Maya, Cinema4D, 3DS Max, Modo, Houdini (basic), Image Modeller.
- Simulation: Realflow, Massive.
- Non linear editing: Premiere, Final Cut, Vegas, Media Studio, Avid (basic).
- Linux shell.
- Python, creation of gizmos for Nuke.
- C++, creation of plugins for Nuke.
- Other: databases, web development (Flash, Dreamweaver).

EDUCATION / PROFESSIONAL DEVELOPMENT

- 2010: 1 week intensive course on Nuke and NukeX (www.spherevfx.com).
- 2008 – 2011: FXPHD training (10 terms). To check, access <https://www.fxphd.com/verify> and use this code: 5UDR6TB2EKC3FRC.
Training includes: Nuke, Maya, Cinema4D, Houdini, Pftrack, Syntheyes, Real Flow, Massive, FumeFX, After Effects, Moccha, Matte Painting, Roto, VFX general, Photography.
- 2005 – 2009: Pixelcorps Junior Artisan (www.pixelcorps.com).
Teams: ITC (integration and matchmoving), DMA (matte painting), 3FX (3D particle systems).
- 1997 – 1998: Master in Mathematics (not completed).
Eastern Illinois University (IL, USA).
- 1997: Degree Final Project.
University of the West of England (Bristol, UK).
Design and implementation in Borland C++ of a hexapod robot 3D simulation.
- 1991 – 1996: 5 year Telecommunications Engineering Degree.
Universidad Politécnic de Valencia, Spain.

OTHER PROFESSIONAL EXPERIENCE

- *June 2003 – February 2010*: LIMALIMONLINE (web boutique). Coordination and development of web projects.
- *September 2007 – April 2008*: AKHAM (Advertising company). Technical director.
- *July 2004 – September 2007*: THALES INFORMATION SYSTEMS. Senior analyst.
- *September 2003 – June 2004*: NINTENDO. Web projects coordinator.
- *June 2000 – November 2002*: INDRA (IT company). Telecommunications engineer.
- *April 1998 – June 2000*: VIA DIGITAL Satellite Digital Television company. Telecommunications engineer.

OTHER

- *March 2010*: 30 minute talk to 14 year old school girls about developing a career in visual effects. Grey Coat Hospital School (London).
- *Languages*: English, Spanish and Catalan.

REFERENCES

Available upon request.