

OBJECTIVE

As a versatile and experienced CG Supervisor in VFX Feature Films, and 2D Animation Producer; with a background including VFX post-production, compositing, motion graphics, and animation, I have an affinity for learning new techniques and workflows. This knowledge allows me to quickly solve a wide range of production problems, and makes me a valuable asset to most projects, Visual FX, and Post-Production teams.

I strive to work with teams who love challenges, are capable of multitasking, love to learn, and work together to deliver on time.

Highlights of Qualifications:

- Extensive project management skills as Head of Department, Lead, Supervisor and Producer.
- Hands-on experience in producing high quality VFX projects and 2D Animated series..
- Knowledge of various commercial VFX packages and project management tools..
- Understanding and use of Studio and Digital Intermediate pipelines.
- Proficient with scripting Bash, Mel and Python.
- Ability to interpret storyboards, 2D pre-viz through to final product (2D, 3D or VFX).
- Knowledge of development and art process for interactive experiences.

SKILLS

Verbal Communications, Ability to Multitask, Attention to detail, Management, Photography, Maya, Nuke, Adobe CC Photoshop/Premiere, Google Docs/Sheets (formulas, linking, etc), proficient in scripting.

Education:

- *Continual online education accounts:* Pluralsight, FXPHD, Digital Tutors, Udemy.
- *Master Degree (MFA) - Academy of Art University - San Francisco - 2000*
- *Bachelor Degree Industrial Design - UPB - Medellin, Colombia - 1994*

Board of Directors - Visual Effects Society - 2012 - present

- Eighteen years as an active member and more recently on the efforts of reaching out to emerging regions and talent all around the world.
- Currently chair of Benefits Committee, and active member of several committees.

Supervising Producer / co-owner - LosFX.com - Beverly Hills, CA - 2012 - present

- Client-facing lead overseeing the creative and technical execution of 2D animated TV series, video and media projects to clients and advertising agencies like Ford Motors, _Vivaldi, Advertising Week, Warner Brothers, Google, Fox Screen Gems, Fox Television | ADHD, Iconmobile, Microsoft, NBCUniversal, Nokia, and Starburns Industries.
- Responsible for developing and maintaining strategic relationships with best-in-class animation, technology, VFX and media partners including client SOW writing and negotiations, negotiation of partner contracts, budget management, vendor collaboration, brainstorming, thought leadership for client deliverables and presentations.
- Designed and developed a pipeline which enabled multiple overseas teams to work in 2D Animation TV series - Google Docs/Sheets, Asana, Teamwork, Frame.io, Shotgun.
- Supervised coordinators, leads, animators, illustrators and compositors and maintained standards across simultaneous episodes in different facilities.
- Produced multiple variable length animation episodes for various properties, including background art and character setups for Warner Brothers Animation series.
- Produced eight, 11 minute episodes, including background art and character setups for NBC Universal / Starburns Industries - Harmonquest.

- Provided technical support to art directors and project managers.
- Trained and mentored external post production coordinators to ensure consistency, quality of work for various projects and keep projects on schedule.
- Data storage and management throughout all projects.

2.5D Environment Artist | CG and On-Set Supervisor - Freelancer - Los Angeles, CA

- On-Set supervisor responsible for data acquisition, lens grids and light probes (LOGAN)
- Matte painting and 2.5D/3D Environment artist. (FUSEFX, ZOIC, METHOD)
- HDR Photography, stitching, Adobe CC, Maya and Nuke workflows.
- Indie Sci-fi shorts, media spots, as creative all-around artist (concept, modeling, animation, lighting, comp), asset builder. Maya, Photoshop, Nuke, After Effects
- Matchmove, model, fx animation, lighting, compositing for Blossom - 'Cry of the Butterflies' (2012), Entropy (2013), Reunion (2015)

Outsource Manager - Faro Media - Los Angeles, CA - **2011-2013**

- Identify top talent vendors and manage foreign and local teams for film, television and interactive projects.
- Implemented industry trends and acquired appropriate hardware and software.
- Coordinated with game leads and directors and assisted to set up solutions and ensure positive feedback.

Business Developer and Customer Relations Manager - The Foundry - Venice, CA **2011-2012**

- Execute strategies to generate leads for prospect clients, new sales, up-selling, cross-selling and revenue retention. Sales grew more than 10 fold during my term.
- Oversee delivery of products for assigned customers across the region.
- Represented the company in industry events such as NAB (Las Vegas), Telemundo (Mexico City), Siggraph (Los Angeles), Cable and Broadcast (Sao Paulo) and CAPER (Argentina).

Central and South America Sales - The Foundry - Venice, CA **January to May 2012**

- Therall knowledge of The Foundry's applications while routinely demoing to prospect clients on site, special events and tradeshow.
- Responsible for sales of Foundry products to VFX artists and companies in Central America, Mexico, Colombia, Brazil, Chile, Peru and Argentina.
- Sales triplicated in my first two consecutive quarters.

VFX Supervisor - Create Advertising - Culver City, Ca - **2010- 2011**

- Game Cinematics Supervisor for the game Twisted Metal Playstation.
- On-Set supervisor, pipeline design and implementation, Syntheyes, Nuke, After Effects, Maya, Mental Ray; Manage an outsourcing division.
- Delivered 58 minutes of composited HD green-screen chromas, environment creations and matte paintings within a six month schedule.

CG Supervisor / co-founder - Dreamopolys - Toluca Lake, Ca - **2010**

- Responsible for Asset creation for Square's *Thi4f* Game cinematics, 3D environments - modeling, texturing, animation and renders. Developed own pipeline for asset tracking.
- Manage an outsourcing division. Created tools for a communication pipeline between our clients and our vendors.
- Evaluated game engines and optimized various game assets.

Environment Artist - Zoic - Culver City, Ca - **2010**

- Worked as 3D artist, matepainter and CG Supervisor consultant at Zoic Studios for projects like Country Strong (2011), Limitless (2011), Red Riding Hood (2011), and TV show Falling Skies (2011).

Matte Paint Artist - Digital Domain - Venice, Ca - **2010**

- Several TV spots in the commercials division at Digital Domain.

Environment Artist - Method Studios - Santa Monica, Ca - **2010**

- Responsible for creating multiple environment set extensions to various aerial plates, for 'Life as we know it (2010).

Environment Lead - Digital Domain - Venice, Ca - **2008 - 2009**

- Environment Lead for Roland Emmerich's 2012 (2009). As such I helped plan and shoot the VFX still photography in Vancouver, Los Angeles and Washington DC.
- Photographed the different sets and then oversaw the processing of the panoramas and other HDR imagery that would be the base for lighting reference, the projected sets, and matte paintings.
- Extensive use of Photogrammetry modeling (Maya), matte paint (Photoshop) and comps (Nuke).

Special Projects CG Supervisor - Sony Pictures - Culver City, Ca - **2004 - 2008**

- FX artist in I am Legend (2007), that transformed New York city to simulate it being abandoned for several years.
- As a final layout artist on Surf's Up (2007), worked with a camera system that allowed the team to create a "documentary feel" to the movie.
- Also worked with the lighting department creating the stereoscopic IMAX version for Open Season 3D (2006).
- I worked on Sony's 3D building pipeline and tool-set development applied on Superman Returns (2006), Spiderman 3 (2007), and Ghost Rider (2007).

Virtual Cinematography Supervisor - ESC Entertainment - Alameda, CA - **2001 - 2004**

- Developed tools and procedures to stream production pipelines dealing with digital and film photography applied towards imagebase modeling and image-base renderings.
- Supervised the integration of every sequence that went through my department for The Matrix Reloaded (2003), Matrix Revolutions (2003), The Ladykillers (2004) and Catwoman (2004).

Lead of Virtual Backgrounds - Manex Visual Effects - Alameda, CA - **1999-2001**

(Team and technique awarded at the 2001 Technical Academy Awards.)

- Worked as a 3D artist for shots on films like, Mission Impossible II, (2000), Exit Wounds (2001) and Queen of the Damned (2002).
- As environment lead, I evaluated production pipeline, developed tools and methodology in that effort.
- Involved in the PlayStation II Matrix game demo and on Matrix sequels R&D.

Supervising TD and Associate Producer - Freeware - San Francisco **1998-2000**

- Sundance online, Alias|Wavefront and Sci-Fi channel award winning short film.
- Multitasked while coordinated production, schedule and defined crew assignments.
- Worked closely with 3D artists to device innovative techniques while creating tools and implementing utilities for streaming production workflow.
- All technical related solutions and animated several final battle shots.

Production Supervisor and Webmaster - Egyptian Cultural Heritage Operation - Cairo-Alexandria **1999**

- Use of 3D laser scanning techniques to digitally record and model historical sites, ranging from structures in Old Cairo and Alexandria to monuments on the Giza Plateau as part of a program of the United Nations to preserve World Cultural Heritage sites around the world.
- Directly responsible for streaming HDR and QTVR clips, twice a day from different locations in Egypt, to scientists and archeologists in the United States..

Co-owner - Animaciones FIXION: Medellin, Colombia **1993-1997**

- Producer / General management of a local TV post-production house, client facing and negotiations, TV stations and setting up sequence files.
- Lead character animator for tv commercials.
- Architectural visualization of mayor national infrastructure projects - 3D artist.

About me:

- I've been working with Latin America for more than a decade, creating a community of digital artists, universities, companies and a relationship with local governments in the region, to grow the animation and vfx industry.
- I am a proud dad of an 11yo girl and a 6yo boy for whom I've coached in their sports teams.
- I am an active Community Emergency Response Team member and HAM radio technician licensed operator.
- I've been a keynote speaker at Siggraph 2010 in Colombia and Chile.
- I have a passion for cooking and playing volleyball and racquetball.