

## Summary

2d generalist. Basic 3d.

Very versatile and fast learning.

Good eye for detail.

Solid technical background, from setting up video and data networks, to designing workflows mixing formats and colorspace.

Deep knowledge of compositing fundamentals.

Experience dealing with clients, on set assistance, taking decisions on the fly.

Good at communicating ideas.

Ability to work under pressure.

Spanish speaking (native) and English.

Stereoscopic experience

## Some software I use:

Nuke

AfterEffects

Pftrack

Boujou

FinalCut

Imagineer System's

Fusion (basic)

Toxik (basic).

3dmax (basic)

Linux, Mac & Windows friendly!.

## Specialties

Compositing, Rig removal, Matchmoving. 2d generalist.

## Experience

### May 2011 – present

Freelance compositor.

### March 2010 – april 2011:

Full time Vfx compositor at [PickleHouse](#) for commercials, on set supervision.

**December 2010**

Freelance compositing for [Bleed vfx](#), working for a gancia ad, and a coke stereo ad.

**October 2010 – November 2010**

Freelance compositing for [La Truca](#), working for a tv show for Disney Channel, Full bg replacement.

**June 2010 – October 2010:**

Freelance compositor for [Malditomaus](#), working on stereoscopic rig removal for film Saw IIV (saw3d)

**July 2008 - March 2010:**

Vfx compositor / Online editor at [PickleHouse](#) for commercials

**June 2008 - July 2008**

Jr Compositor at [Sastre VFX](#).

**January 2007 - June 2008**

Jr Technical asisstant at [Metrovision Producciones S.A.](#)

Setup and maintenance of video and data Networks. Maintenance of Discreet/Autodesk equipments. Tech support.

**Education**

Lanús National University

Bachellor in Audiovisual Arts, postproduction oriented, 2005 – 2009

Online resources:

*Fxphd:*

NUK102 – introduction to Nuke

NUK201 – Intermediate Nuke

NUK301 – Advanced Nuke

PFT301 – Advanced Pftrack

*The Gnomon workshop*

Color Theory: The mechanics of color

Nuke compositing in production

Continuously going further with online resources.