



## Experience

Pixar	Sets Technical Director (2016-Present)	California, USA
	<ul style="list-style-type: none"> <li>Coco and Incredibles 2: Creation of sets and props. Set dressing and set extension</li> </ul>	
Non Stop	3D Generalist (2015)	Argentina
	<ul style="list-style-type: none"> <li>Shading characters and props for commercial "Ases al volante"</li> <li>Creation of Python script for wheel autorotation</li> </ul>	
RDYA	3D Modeler - Generalist (2013 - 2015)	Argentina
	<ul style="list-style-type: none"> <li>Sets and props: Modeling, shading and set dressing</li> <li>Python tool development for the studio pipeline</li> </ul>	
Pixar	PUP - Technical Intern (2013)	California, USA
	<ul style="list-style-type: none"> <li>10 weeks of training trough the Pixar pipeline</li> </ul>	
Metegol Film	Fixing team and Render Wrangler (2013)	Argentina
	<ul style="list-style-type: none"> <li>Animated Motion Picture Metegol. Directed by Juan José Campanella</li> </ul>	
Luque Film	3D Generalist (2012)	Argentina

## Education

Masters in Visual Effects - Savannah College of Art and Design (2015-2016)	California, USA
Bachelor in Audiovisual Design Universidad de Palermo (2007-2011)	Argentina
Maya Fast Track - Gnomon School of Visual Effects (2010)	California, USA
Programming Courses - Educacion IT (2010)	Argentina

## Skills

- Hard surface and organic modeling/sculpting
- Procedural and texture based shaders
- Maya/Unreal Scene Assembly
- Prop rigging
- Python/Mel
- Set Extension
- Maya, Houdini, ZBrush, Unreal, Unity & Substance
- Renderman, Redshift and Arnold
- Nuke, After Effects, Photoshop & Illustrator

## Languages

Spanish (Native) - English (Fluent speaking and writing) - Chinese (Basic)