



Experience

Parallel Domain	Technical Artist (2018-Present)	California, USA
	<ul style="list-style-type: none"> • Generation of procedural worlds. Generalist Technical Artist. 	
Pixar	Sets Technical Director (2016-2017)	California, USA
	<ul style="list-style-type: none"> • Coco and Incredibles 2: Creation of sets and props. Set dressing and set extension 	
Non Stop	3D Generalist (2015)	Argentina
	<ul style="list-style-type: none"> • Shading characters and props for commercial "Ases al volante" • Creation of Python script for wheel autorotation 	
RDYA	3D Modeler -Generalist (2013-2015)	Argentina
	<ul style="list-style-type: none"> • Sets and props: Modeling, shading and set dressing • Python tool development for the studio pipeline 	
Pixar	PUP - Technical Intern (2013)	California, USA
	<ul style="list-style-type: none"> • 10 weeks of training trough the Pixar pipeline 	
Metegol Film	Fixing team and Render Wrangler (2013)	Argentina
	<ul style="list-style-type: none"> • Animated Motion Picture Metegol. Directed by Juan José Campanella 	

Education

Masters in Visual Effects - Savannah College of Art and Design (2015-2016)	Georgia, 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)