

Jesús Díez Pérez
jdiezperez@gmail.com
<http://www.majadero.com>
<http://www.imdb.com/name/nm3925667>
Nationality: Spain (EU)

VFX PROFESSIONAL EXPERIENCE

May 2013 – June 2013:

MPC. LONDON, UK.

Intermediate compositor.

Projects: “*300: Rise of an Empire*”.

- Full compositing in Nuke of CG elements into live action plates. Keying, grading, roto, adding 3D and 2D fx elements (blood, rain, fog).
- Preparing plates for dimensionalization (generating stereo view by other vendors).
- Programming tools using Python.

January 2013 – May 2013:

ANIMAL LOGIC. SYDNEY, AUSTRALIA.

Intermediate stereo compositor.

Projects: “*Walking With Dinosaurs*”.

- Full compositing in stereo (Nuke) of CG dinosaurs into live action plates. Work included adding depth fog, 3D projections, grading, adding contact shadows and footprints, stereo adjustments, keying and roto.
- Programming tools using Python.

January 2012 – January 2013:

METHOD STUDIOS. London, UK

Intermediate technical compositor.

Projects: “*Cloud Atlas*”, “*Wrath of the Titans*”, “*Seven Psychopaths*”, “*Kiss of the Damned*”, “*Air force One is Down*” (TV), “*Snow Piercer*”.

- Full compositing (Nuke) of live action shots, 2D tracking, camera tracking (PFTrack), keying, roto (Silhouette), grading, look development.
- CG integration, 3D projections, basic modelling in Maya.
- Programming tools using Python and Linux.

May 2010 – December 2011 :

AARDMAN ANIMATION STUDIO. Bristol, UK.

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

- More than 80 shots successfully composited.
- 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, camera tracking in Boujou, set aligning in Maya.
- Programming of gizmos in Python and plugins in C++. Pipeline improvements under linux.
- Sequence work, tech checks and look development. Software reviews, induction of newcomers, writing 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

- Feb 2010: 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:* VÍA 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.