Adrian **Pueyo**
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I am a **Visual Effects Compositor** and **tool developer** specialized in feature films, with extensive photography and lighting fundamentals, a solid stereo and deep compositing experience and a strong maths and programming background, who loves improving every day on the high-end of a passion built for many years. My recent experience also includes **VFX supervision** for TV films and commercials.

Compositing Profile

· Specialized in high level compositing for feature films.

· Knowledge of python scripting, maths and expressions.

· Solid Stereo and Deep Compositing working experience.

· Experienced with Blinkscript and capable of compiling plugins.

· Extensive knowledge of the filmmaking and lighting fundamentals.

· Highly organised with the scripts and thorough about procedural workflows.

· Fluid in 3d softwares like Maya or Houdini that I turn to them whenever it's worth it.

Current Projects

I am currently doing the following three jobs in parallel:

VFX Supervisor and Nuke Compositor, at EXIT-Spain.
My main occupation at the moment involves freelance VFX supervising (on-site and post) and Nuke compositing for TV and commercials at EXIT-Spain (exit-spain.com), in Madrid.

Co-Director and Compositing Teacher: Masters in Digital Compositing, U-TAD.
I developed the teaching program and currently co-direct and teach in the first edition of the one year Professional Masters in Digital Compositing in U-TAD (u-tad.com).

Remote Pipeline TD (Compositing) at Studio Isar Animation GmbH.
I am advancing the technical aspect of my passion through a remote part-time job as a Pipeline TD for the comp department in Studio Isar Animation, a newly founded CGI animation studio in Munich, where I develop Nuke tools and pipeline integrations.

Compositing experience

Die Känguru-Chroniken - TRIXTER - 2019 Feb-Oct - *Senior Compositor*
Captain Marvel - TRIXTER - 2018 Sep-Feb - *Senior Compositor*
Mortal Engines - Weta Digital - 2018 Feb-Jun
Rampage - Weta Digital - 2017 Nov-Feb
Meg - ScanlineVFX - 2017 Jul-Oct
Star Wars - The Last Jedi - ILM - 2017 May-Jul
Granite Mountain - ILM - 2017 Mar-May
The Mummy - DNeg - 2017 Jan - Mar
Wonder Woman - DNeg - 2016 Nov - Jan
Pirates of the Caribbean 5 - MPC - 2016 Jul-Oct
Passengers - MPC - 2016 May-Jun
A Monster Calls - El Ranchito - 2016 Mar-Apr
The Jungle Book - MPC - 2015 Oct-Jan
The Martian - MPC - 2015 Jul-Sep
To Steal From a Thief - Telson - 2015 May-Jun
El Desconocido - Telson - 2015 Feb-May
MA MA (Telson) - 2015 Jan-Jun - *Junior Nuke Compositor & 3D Generalist*
Extinction (Telson) - 2014 Nov-Dec - *Junior Nuke Compositor*
Extinction (Twin Pines, S.L.) - 2014 Jun-Oct - *Junior Nuke Compositor & Prep/Roto Artist*
Mortadelo y Filemón contra Jimmy el Cachondo (Ilion Anim. Studios) - 2014 Feb-Jun - *Comp and Lighting Assistant*
Filming and post-production for the web series **"People are Awesome"**, involving 5 different videos. - 2014-2015
Creation of web and tv spots with VFX for **FOX, MUNICH Shoes, Aragon TV, TakeFlight** and **Base79** - 2011-2014

Nuke Compositor

Knowledge

· Digital Compositing: **NukeX**.
· Scripting: **Python Scripting, PySide, Blinkscript, TCL. Some C++.** XHTML/PHP/JS.
· **Auxiliary:** Mocha Pro, Boujou, PFTrack (capable of doing common tasks with all three), After Effects.
· **Pipeline:** Shotgun, ftrack, Deadline, RV, able to quickly adapt to new ones. Office, etc. Mac/Linux/Windows.
· **3D:** Autodesk Maya (8 years), Maxon Cinema 4D, Blender, Houdini FX (common tasks).
   · Render: Arnold (MtoA, C4DtoA). FX: Realflow (basic tasks), Houdini, TFD, X-Particles, Eddy for Nuke.
· **Editing and Grading:** Premiere Pro (10 years), Nuke Studio, DaVinci Resolve.
· **Still Image:** Adobe Photoshop (14 years), Lightroom. Photography (and ref/texture/hdr)
· **Extra:** Short films and commercials: Online and on-set vfx supervision, comp leading.

Languages

English (Proficiency)
Spanish: Native speaker.
Catalan: Native speaker.

Achievements

Being 11, I began my journey on **digital design, graphic effects** and web programming, selling my first full web development when I was 13 and collaborating on different online gfx galleries. Being 15 and having settled the online presence for various companies, I started to combine my gfx hobby with filmmaking, giving rise to a strong interest for **post-production**, growing a strong passion for visual effects.

On the following years I kept learning every minute I had, studied 2 years of Electronic Engineering (enough to learn the maths and get bored of the rest) and completed a **Masters in Creation of Visual Effects (VFX)** in U-Tad while working in the 2D department for two feature films. Thenceforth I worked on projects for a variety of companies and individuals, from TV and music spots to feature films, specializing myself in **digital compositing** for feature films in the last 5 years.

Goals

My current goal is to keep developing my career in visual effects, both as an artist and as a developer, working on great projects and to never stop having **challenges**. Problems that can stop being so forever if the right solution is found and the appropiate work-flow put in place. Also never stop learning, as there's so much to learn and improve in every single corner of this craft, and so much room for new technology. I hope to keep growing professionally and helping others, and to keep working at the forefront of vfx, witnessing and driving its evolution.

I can't stop creating things a single moment. I'm generally either working on a shot or developing a tool. I believe that **maths and programming** fundamentals are key for a proper understanding of any software, for the development of auxiliary tools that gener-ate more efficient workflows and ultimately for having the resources to be able to think outside the box and find creative and effi-cient solutions for every new situation.

Currently in Madrid, Spain.

www.adrianpueyo.com

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