

Adrian Pueyo

2020

E-mail: adrian@pueyo.org
Website: adrianpueyo.com
Reel: pueyovfx.com

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 Blinksript 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 packages like Blender, Maya or Houdini that I turn to whenever it's worth it.

Current Projects

Compositing Supervisor at Orca Studios (orcastudios.es). Feb 2020 - Present

I am currently employed as a compositing supervisor in Orca Studios, a virtual production and visual effects independent studio based in the Canary Islands.

Director and Compositing Teacher: Professional Masters in Digital Compositing, U-TAD. Oct 2019 - Present

I developed the teaching program and currently direct U-Tad's Professional Masters in Digital Compositing (u-tad.com), where I am also teaching alongside with a number of professionals.

Recent Projects

Freelance VFX Supervisor and Nuke Compositor, at EXIT-Spain. Oct 2019 - Feb 2020

VFX supervising (on-site and post) and Nuke compositing for TV and commercials at EXIT-Spain (exit-spain.com), in Madrid.

Freelance Remote Pipeline TD (Compositing) at Studio Isar Animation GmbH. Nov 2019 - Jan 2020

With 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, I was able to develop some Nuke tools and pipeline integrations.

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

Knowledge

- Digital Compositing: **NukeX**.
- Scripting: **Python Scripting, PySide, Blinksript, 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. Mac/Linux/Windows.
- 3D: Blender, Autodesk Maya, Maxon Cinema 4D, Houdini FX (common tasks).
 - Render: Arnold (MtoA, C4DtoA). FX: Realfow (basic tasks), Houdini, TFD, X-Particles, Eddy for Nuke...
- Editing and Grading: Premiere Pro, Nuke Studio, DaVinci Resolve.
- Still Image: Adobe Photoshop (15 years), Lightroom. Photography (and ref/texture/hdr), Photogrammetry.
- 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 7 years.

Goals

M