

Antonio Carranza Pérez

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Summary

My name is Antonio Carranza and I am a 3D artist with more than 17 years of experience in TV, cinema and advertising. I like to say of myself that I am a generalist but I have focused my last 7 years in specializing in lighting, shading and rendering using Mental Ray, Arnold and Clarisse.

Key Skills

- I am a fast learner, extremely versatile and I adapt easily to new projects.
- I feel focusing on detail is important, and I work hard to achieve the best results, especially with tight deadlines.
- As a team player, I believe a positive working environment matters. I like to get to know my colleagues and be a part of the working team day-to-day.
- Additionally, remaining calm when difficulties arise and being supportive are key factors in getting great results.

Employment History

Lighting TD, Double Negative, London

(January 2017 – Present)

Achievements and responsibilities:

- Shot lighting, LookDev and rendering Artist for a film division.
 - Pacific Rim 2 (Present) Lighting TD & LookDev
 - Wonder Woman (2017) Lighting TD
 - LIFE (2017) Lighting TD

3D VFX Artist, Sky, Osterley

(February 2012 – December 2016)

Achievements and responsibilities:

- Hands-on 3D for individual projects as a generalist for Sky. Including, modelling, animation, texturing, lighting, rendering and simple simulation.
- Coordinate small projects and assist in planning workflow on individual F1 projects within the 3D team.
- Develop collaborative relationships with Designers, Directors, Creative Directors and all internal departments to ensure visual effects workflow is efficient and produces the level of work expected.

3D Artist and Lighting TD, The Mill, London

(April 2010 – February 2012)

Achievements and responsibilities:

I worked at The Mill in several commercials is a Generalist, you can see a list below.

- Comfort commercials (6+): Senior Artist / Lead Generalist.
- Müller Fruit Corner "Wonderful Stuff": Senior Lighting TD.
- Phillips "Led Light": Senior Lighting TD / Modelling, Shading & Camera Track.
- Verizon "Droid Charge": Senior Artist.
- Ford Focus C-Max "Packed with Technology". 3D Artist (Uncredited)
- Gaviscon "Core": Senior Lighting TD.

3D Artist and Blender Teacher, Tegnix S.A, Spain

(January 2010 – February 2010)

Achievements and responsibilities:

- Teacher for the course of Blender for the CNTG " Center of new technologies of Galicia "

Senior 3D Modeller and VFX Artist, Bren Entertainment, Spain

(January 2000 – October 2008)

Achievements and responsibilities:

I worked in Bren Entertainment for almost 9 years, in that time, I worked in the Rigging and Modelling department, and in my last years also as a Lighting TD Artist. I worked on several animation feature films, series and short films, you can see a list below.

- Feature film *Ratón Pérez 2* (Lighting TD and Modeller)
- Feature film *Donkey Xote* (Senior Modeller)
- TV programme *Club Xabarín* (Senior Character Modeller)
- Feature film *El Cid, The Legend* (Modeller Artist)
- Feature film *P3K Pinocchio 3000* (Modeller Artist)
- Pilot for 3D TV series *Donz* (Modeller Artist)
- TV series *Goomer* (3D Generalist)
- Commercial for Terra Mítica Park (Hair Artist)
- Pilots for TV series *240* and *Manolito Gafotas* (3D Generalist)

Freelance Consultant, Spain

(January 2000 – October 2008)

While I was working for Bren Entertainment, I also worked as a freelance consultant in software and hardware for different companies. Moreover, I did some works as a beta-tester for some applications and for the implementation of free distribution systems aimed to decrease costs and improve workflow.

Technical Skills

Excellent command of:

- Softimage XSI
- Arnold & Mental Ray

- Photoshop & Painter
- Autodesk Maya
- Clarisse
- Windows
- Autocad 2D/3D
- Shotgun

Good command of:

- Mari
- Nuke
- ZBrush
- After Effects

Languages

- Spanish and Catalan (mother tongues)
- French (Intermediate)
- English (Intermediate)
- Galician (Intermediate)

Education

Bachelor in Design – UNIBA- University of Barcelona (Online) *(April 2016 – present)*

Postgraduate Expert in Robotics and Computer Vision. University of Alicante. *(October 2006 – June 2007)*

**Linux Consultant for Business Environments. Internet and E-commerce Application Consultant.
University of Alcalá and ESIN Consulting.**

(October 2005 – June 2006)

Course in Programming with JavaScript. FORINTEL. Xunta de Galicia.

(September 2006 – June 2004)

Cursed Degree in Digital Design. ESDI (Escola Superior de Diseny). Ramón Llull University.

(October 1998 – June 2000)

Course in Advanced Computer Animation at Cast-Info, ATC "Training Softimage". *(September*

1998 – June 1999)

Automotive Mechanic Senior Technician. IFP Pompeu Fabra.

(September 1996 – June 1998)

Electronics Technical Assistant. IFP La Pineda.

(September 1993 – June 1994)

Course in Analogical and Digital Electronics and Microprocessors. Centro Reactivación. *(September*

1996 – June 1998)

References

Jordi Bares (Former CG Head at The Mill) now Creative Director at Framestore
jordibares@hotmail.com

Justin Bates (Creative Director and Manager VFX at Sky)
Justin.Bates@sky.uk