



Antonio Carranza Pérez



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<https://bit.ly/2LszkUI>

Summary

My name is Antonio Carranza and I am a 3D artist with more than 19 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 9 years in specializing in lighting, shading and rendering using Mental Ray, Arnold, Clarisse and Katana.

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, Look Dev & rendering Artist for a film division.*
- Venom (current - 2018): Lighting TD
- Pacific Rim: Uprising (2018) Look Dev & Lighting TD
- Avengers: Infinity war (2018) Environment Generalist & Lighting TD
- Justice League (2018) Lighting TD
- 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. Including, modelling, animation, texturing, lighting, rendering and simple simulation.*
- *Coordinate small projects and assist in planning workflow on individual 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 as 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 Senior 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 Sim)
- 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 • Isotropix Clarisse • Windows & Linux • Autocad 2D/3D • Shotgun

Good command of:

- Mari
- Nuke
- ZBrush
- After Effects
- Substance Designer
- Katana
- Rhino

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