JAIME RIVERA PIPELINE TD AT DNEG TORONTO

From the way that an image can be written or modified using basic coding, to the pipeline used to organize the work of dozens of artists, I am passionate about all the steps involved in the creative process in modern animation and VFX studios.

Especially interested in the different workflows of lighting, compositing and post-production of all kinds of imagery, as well as the development of the tools needed for them.



Experience

2022-Toronto, Canada



Double Negative - Pipeline TĎ

















Mr. X (MPC Toronto)

Compositing TD











2018 - 2021 Madrid, Spain

S K Y D A N C E

Skydance Animation

- Śoftware developer (2020-2021)
- TD Support (2018-2020)















Dwarf Labs

- Nuke compositor











Huttunen - Lipasti Oy. - Architecture designer





Education

2016 - 2017

Madrid, Spain

2008 - 2017 Madrid, Spain Tampere, Finland Autodesk Maya Masters degree CICE school of new technologies

Architect

Technical university of Madrid (UPM) Technical university of Tampere (TTÝ)

Contact

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Skills

Development - Production

Python **≜**

MEL 📥

TCL 🚊

C++ <u>≜</u>

Shotgun 📥

Design - Post-production

Nuke 📥

Photoshop **A**

Illustrator **≜**

Premiere <u>A</u>

After Effects \triangleq

Model - Render - Texture

Maya 📤

Arnold \triangle

Substance **≜**

Keyshot \triangle

VRay <u>A</u>

Languages

Spanish: Mother tongue

English: Advanced (C2 certified)

French: Basic - high Finnish: Basic - low

Technical reel



Artistic reel

