

DIEGODUARTE

diegoduarte.com | diego@diegoduarte.com | +1 7788865955

SUMMARY Multi-Talented, Team-oriented individual with good understanding of the post-production pipeline. Passionate about the Computer Graphics work and enjoys bringing ideas to life. Skillset ranges from digital compositing, lighting and rendering.

SOFTWARE SKILLS

- Compositing Packages: Nuke
- 3D Software: Autodesk Maya, Katana
- Renderers: Arnold, Renderman, Glimpse
- Scripting: Python, TCL (Nuke)

EXPERIENCE **LIGHTING/COMPOSITING ARTIST, CINESITE VANCOUVER**
FEBRUARY 2019 – PRESENT

Lighting and Compositing work for the Animated Feature “The Addams Family”.
(Katana/Renderman/Nuke)

LIGHTING ARTIST, ANIMAL LOGIC VANCOUVER
MAY 2018– DECEMBER 2018

Lighting and Compositing for the Animated Feature “The LEGO Movie 2: The Second Part”.
(Maya/Nuke/Glimpse/Python/RSS)

LIGHTING/COMPOSITING ARTIST, CINESITE VANCOUVER / NITROGEN STUDIOS
NOVEMBER 2016 – MARCH 2018

Lighting and Compositing work for the Dreamworks TV Series “Trollhunters”.
(Maya/Nuke/Arnold)

LIGHTING/COMPOSITING ARTIST, BARDEL ENTERTAINMENT
AUGUST 2015 – NOVEMBER 2016

3D Lighting, Rendering and Compositing for the Dreamworks TV Series “The Adventures of Puss in Boots” (Maya/Nuke/Vray)

LIGHTING/COMPOSITING ARTIST, RAINMAKER ENTERTAINMENT
MARCH 2015 – AUGUST 2015

3D Lighting and Rendering for the Animated Film “Barbie: Spy Squad”
(Maya/Nuke/Renderman)

LIGHTING/COMPOSITING ARTIST, HUEVOCARTOON PRODUCCIONES. MEXICO
AUGUST 2013 – NOVEMBER 2014

3D Lighting for the stereoscopic feature “Un Gallo con Muchos Huevos” using the Arnold Renderer, as well as Nuke stereoscopic compositing. (Maya/Nuke/Arnold)

EDUCATION **ITESM, GUADALAJARA, MÉXICO.**
B.A. IN ANIMATION AND DIGITAL ART (2008-2013)

ITESM, GUADALAJARA, MÉXICO.
FILMMAKING BOOTCAMP SEMINAR (ASSIMILATE SCRATCH CERTIFICATION), 2012
Certification of the Assimilate Scratch DI System, Studies in Film Technology and Color Theory.