

# MARC MESA FERNÁNDEZ

FX TD/FX ARTIST

Hi there! As you might know, I'm Marc Mesa and I'm a Technical-Artistic mix professional profile.

When I was sixteen y/o I started studying VFX which brought me the opportinity of learning about being a professional, communication skills and technical aspects.

If you feel interested in my profile, I encourage you to visit my webpage and don't hesitate to hit me on my email.

# CONTACT

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# SOFTWARE SKILLS

| SideFX Houdini    |                                       |
|-------------------|---------------------------------------|
| The Foundry NukeX |                                       |
| Autodesk Maya     |                                       |
| Adobe Suite       | · · · · · · · · · · · · · · · · · · · |
| Arnold Render     |                                       |
| Mantra Render     |                                       |
| Karma Render      |                                       |
| VEX               | · · · · · · · · · · · · · · · · · · · |
| Python            |                                       |
| XML               |                                       |

## SKILLS

#### **PROBLEM-SOLVING**

- Strong problem-solving skills.
- Efficient work under pressure.

#### COMMUNICATION AND UNDERSTANDING

- Great communication abilities and proper understanding of different feedbacks.
- Positive attitude against odds.
- Ability to work in a team.

#### **3D KNOWLEDGE**

- Lightning and compositing great skills.
- Extensive knowledge of different 3D softwares.
- Solid understanding of the VFX process.
- Some experience in programming languages (Python, XML, VEX)
- Previous experience working with other departments.

#### WORKFLOW

- Great eye for details.
- Proper sense of time.

# EDUCATION

| <b>2021-2022</b><br>1 year   | CGI DEGREE - HOUDINI FX SPECIALIZATION<br>FX ANIMATION BARCELONA 3D & FILM SCHOOL                                  |
|------------------------------|--|
|                              | 1 year learning different techniques with different teachers about SideFX Houdini.                                 |
| <b>2020-2021</b><br>1 year   | CGI DEGREE - COMPOSITING & MAYA FX<br>FX ANIMATION BARCELONA 3D & FILM SCHOOL                                      |
|                              | l year learning compositing with NukeX and VFX with Maya.  |
| <b>2019-2020</b><br>1 year   | CGI DEGREE - ANIMATION<br>FX ANIMATION BARCELONA 3D & FILM SCHOOL<br>1 year learning animation and art techniques. |
|                              | r year learning animation and art techniques.  |
| <b>2019-2020</b><br>4 months | CGI DEGREE - 3D INITIALIZATION<br>FX ANIMATION BARCELONA 3D & FILM SCHOOL  |
|                              | 1 year starting to learn 3D creating some models, textures and a bit of comps                                      |

## LANGUAGE



