



Luis Angel Villasenor Ortiz

Professional Digital Artist

Personal Info

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Mexico City, 03100, Mexico

Nationality
Mexican

Links

[My Site](#)

[LinkedIn](#)

[IMDB](#)

Skills

Nuke

Katana

Maya

Houdini-Solaris

Clarisse

Renderman

Arnold

Vray

DaVinci Resolve

Adobe

ShutGun

Teamwork

Leadership

Problem-solving

Languages

English

Spanish

Accomplished Digital Artist and 3D Generalist with over 20 years of experience in film, television, and advertising, including 8 years specializing in high-end VFX for major feature films as a Lighting Technical Director/Artist at studios such as DNEG and MPC in Montreal, Canada. I bring a versatile, high-level skill set across the 3D pipeline, with solid experience in modeling, texturing and animation with a strong specialization in lighting, shading, rendering, and compositing.

Work Experience

Lighting Technical Director, Dneg, Montreal

May 2019 - April 2024

Expert in lighting setups for high-end visual effects.

Lighting Keyshot Artist, MPC, Montreal

May 2018 - April 2019

Expert in lighting setups for high-end visual effects.

Lighting Artist, MPC, Montreal

August 2016 - April 2018

Expert in lighting setups for high-end visual effects.

Animator Motion Capture, Imagica, Mexico City

February 2016 - May 2016

Expert in Character Animation refinement for MOCAP.

Chair Professor, Tecnológico de Monterrey Ciudad de México, Mexico City

February 2010 - May 2016

Development of aspiring digital artists and producers.

Compositor Artist, Ollin VFX, Mexico City

March 2011 - May 2011

Expert in compositing for high-end visual effects.

CG Supervisor, Monster Grupo Creativo, Mexico City

January 2010 - December 2010

CGI Supervision for Advertising TV for major brands.

3D Generalist Artist, 2Renaissance Design, Barcelona

September 2008 - December 2008

Developed animated screens for TV3 Catalunya.

Lighting Artist, Fabrique d'Images, Luxembourg

June 2008 - August 2008

Lighting for an animated TV Show for Channel Plus France.

Compositing Artist, Illion Animation Studios, Madrid

March 2008 - June 2008

Education

Diploma in 3D Animation & Visual Effects., Vancouver Film School.
September 2005 - June 2006

For 1 year I worked 24/7 in the development of a VFX-Compositing reel. Using tools like Maya and Nuke I was able to recreate a mini short of a gag.

Diploma in Traditional Animation, Multimedia & 3D., Fak D'Art Media Art Institute
1998 - 2001

A three-year intensive program combining classical animation principles with training in multimedia production and 3D digital art, including modeling, texturing, animation, and compositing for film and interactive media.

Post Graduate Degree in Marketing Research Techniques., University Of Barcelona.
1997 - 1998

A one-year specialized program focused on qualitative and quantitative research methods, consumer behavior analysis, and data interpretation for strategic marketing decision-making.

Bachelor's Degree in Marketing and Advertising., Centro De Estudios En Ciencias De La Comunicación, Plantel Pedregal.
1991 - 1996

Comprehensive program covering strategic marketing, branding, media planning, and creative advertising, with a focus on communication theory and practical campaign development.