

Christian Saenz Macias

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CAREER OBJECTIVE:

I'm a 3D Generalist with good understanding of the entire visual effects process and a strong background in modeling, texturing, rigging, lighting, rendering and compositing, complementing these areas with my Technical knowledge in MEL, Python, UNIX/Linux, shell scripting and Pipeline management and optimization.

My objective is to obtain a technical art position in a creative production environment that allows me to apply my artistic and technical skills and encourages me to keep learning.

WORK EXPERIENCE:

Period	Position	Company	Responsibilities
07.2008 Current	Freelance 3D Artist TD	Several	Matchmoving, Modeling, Texturing, Lighting, Animation, Dynamics, Rigging and Compositing. (Waxeye: NZ, Reel) Scripting in MEL and Python (100Bares: Argentina) Linux Renderfarm Implementation, Maya Project Consultant, PIXAR Renderman Configuration and Scene Optimizations. (Massive Render: Mexico) HDR, Panoramic and Texture Photography. (Several)
01.2007 07.2008	Company Associate & Generalist TD	Wayak Studio	Founder of VFX for film and TV Studio. Matchmoving, Digital Sets, Texturing, Render Management and Compositing on 6 pre-production shots for the Movie (2033). Designed the proper Pipeline to work with a limited budget; Build and configured Linux Workstations and Render Servers.
09.2005 05.2006	Technical Consultant	Santander Bank	Support on Linux Server migrations. Production/Project Specialist in the coding and launch of a report generation application including testing and deployment.
06.2005 09.2005	Developer & Architect	XLSO	Conducted initial analysis and design for a web-based application and back-end database to manage the faculty of odontology patient history. Responsible for the application including testing and deployment. Additionally: project management and task control; writing a friendly user interface specification and writing the back-end code.

EDUCATION:

Period	Degree/Course	Institution
08.2000 05.2005	Bachelor's of Science in Computer Science	Instituto Tecnológico y de Estudios Superiores de Monterrey, Querétaro, México.
06.2006 09.2006	Maya Fast Track	Gnomon School of Visual Effects, Hollywood, CA
09.2006 12.2006	Digital Sets	Gnomon School of Visual Effects, Hollywood, CA
09.2006 12.2006	Matchmoving and Integration	Gnomon School of Visual Effects, Hollywood, CA
11.2006 12.2006	Expressions and Scripting with MEL	Gnomon School of Visual Effects, Hollywood, CA

SOFTWARE KNOWLEDGE:

3D Software	Matchmoving	Render Engine
Maya ●●●	PfTrack ●●●	Mental Ray ●●●
UVLayout ●●●	Boujou ●●●	Maya Software ●●●
ZBrush ●●●		Renderman ●●●
BodyPaint 3D ●●●	Compositing	
Additional Tools	Nuke ●●●	Render Manager
Photoshop ●●●	Shake ●●●	Rush ●●●
Stitcher ●●●		Alfred ●●●

PROGRAMING LANGUAGES:

Languages	Databases
MEL ●●●	MySQL ●●●
Python ●●●	Oracle ●●●
C++ ●●●	Operating Systems
PHP ●●●	Linux ●●●
Tcl/Tk ●●●	Windows ●●●
Unix Shell ●●●	Mac OS ●●●

LANGUAGE SKILLS:

Spanish ●●●
English ●●●
French ●●●

SKILL SPECIFICS:

Modeling	Good Hard-surface and Organic modeling skills.
Texturing & Shading	Capable of creating hi-res textures by 2D or 3D painting. Experienced in building Maya Software and Mental Ray shading networks and Basic Slim knowledge.
Lighting & Rendering	Proficient with Mental Ray, Maya Software and Renderman Lighting techniques, scene optimizations and Multipass Rendering.
Dynamics	Experienced in Rigid and Soft Bodies, Particles, Fields, Instancers, Collisions and Expressions.
Rigging & Skinning	Skilled in techniques like IK/FK, squash n stretch, driven keys, expressions, skin weights and deformations
Scripting	Ability to write expressions, tools and UI's in MEL. As well as Python Scripting in Maya and Nuke.
Matchmoving	Good camera parameters and movement understanding. Ability to Camera Track in packages like PfTrack and Boujou. Matchmoving and integration in Maya.
Compositing	Experienced in Node Based Compositing Software like Nuke and Shake.