



MIGUEL LLERAS

LOOK DEVELOPMENT, LIGHTING ARTIST & COMPOSITOR

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PROFILE

With over 10 years of experience in animation, VFX and episodic projects, I am thrilled about making interesting and elaborated CGI images with shading, lighting and compositing while enjoying the creative exploration and collaborative aspects of the process.

EDUCATION

MFA in Computer Art and Animation

School of Visual Arts - New York | 2011 - 2013

BA in Advertising and Marketing Communications

Universidad Tadeo Lozano - Bogota | 2005 - 2008

TECHNICAL SKILLS

Strong knowledge in modern ray tracers and global illumination render engines; acesCG and general color management frameworks; HDRi capture and prep; great understanding of PBR shading and texturing; USD workflows and intermediate coding experience in Python, Mel and Lua.

PERSONAL SKILLS

Commitment to deliver quality work on established timeframes; mentoring and developing artists; effective communication; strategic planning for production milestones based on crew and resources.

SOFTWARE

Maya, Katana, Houdini / Solaris, 3DMax, Nuke, Substance Painter, Substance Designer, Mari, ZBrush, PtGui, Mudbox.

RENDER ENGINES

Arnold, Renderman, Vray, Mantra, Karma, Redshift.

LANGUAGES

Spanish. (Native)
English. (Fluent)

WORK PERMIT

Canadian Permanent Resident

FILM & EPISODIC PROJECTS

Star Wars Skeleton Crew (TBA)
Twisters (2024)
Star Wars The Acolyte (2024)
Candy Cane Lane (2023)
MEG2 (2023)
SheHulk(2022)
Shang-Chi (2021)
The Suicide Squad (Uncredited)(2021)
Black Widow (2021)
Biohackers (2020)
The Kangaroo Chronicles (2020)
Guns Akimbo (2019)
Captain Marvel (2019)
Benjamin Blumchen (2019)
La Noria (2018)
Fantastic 4 (2015)
Big Hero 6 (2014)
Rio2 (2014)
Epic (2013)

WORK EXPERIENCE

INDUSTRIAL LIGHT & MAGIC

Sr LIGHTING TD | May 2023 - Current | Vancouver.

Shot lighting, in shot look development and precompositing for film and episodic projects including "Star Wars The Acolyte", "Star Wars Skeleton Crew", "Candy Cane Lane" and "Twisters". (Katana - Renderman - Nuke).

SCANLINE VFX

LIGHTING LEAD | June 2022 - May 2023 | Vancouver.

Lead a group of lighting artist for delivering several shots on 2023 "MEG2". Created lighting setups, lighting prep and multishot scenes. (3DMax - VRay - Nuke).

TRIXTER

LOOK DEVELOPMENT & LIGHTING LEAD | July 2021 - May 2022 | Munich.

Collaborated closely with VFX, CG Supervisors and lighting HoD to establish artistic and technical goals. Worked with PM to define team milestones. Created master lighting rigs, HDR preps and multi-shot templates while leading a group of lighting artists to deliver more than 120 shots over 6 sequences for 2021 Marvel's film "Shang-Chi" and "She-Hulk" Disney+ Serie. Additionally worked on creature, environment and asset look development. (Katana - Arnold - Substance Painter - Nuke).

Sr LOOK DEVELOPMENT & LIGHTING ARTIST | Feb. 2019 - July 2021 | Munich.

Environment, character, asset look development, lighting shot work and texturing for "Black Widow", "The Suicide Squad", "The Kangaroo Chronicles", "Guns Akimbo" and Netflix's "Biohackers". (Katana - Arnold - Substance Painter - Mari - Nuke).

LOOK DEVELOPMENT & LIGHTING ARTIST | June 2018 - February 2019 | Munich.

Asset look development, texturing and lighting shot work for 2019 film "Captain Marvel". (Katana - Arnold - Substance Painter - Nuke).

NIGHT WHEEL PICTURES

LIGHTING ARTIST & COMPOSITOR | April 2016 - August 2018 | International.

Lit and composited several shots for 2018 animated short film "La Noria" by Carlos Baena. (Maya - Arnold - Nuke).

MOVING PICTURE COMPANY (MPC)

LIGHTING INSTRUCTOR | September 2016 - May 2017 | Montreal.

Trained and mentored more than 20 Jr. artists on MPC lighting tools in close collaboration with the Training and Lighting HoDs. (Katana - RenderMan - Nuke).

LIGHTING ARTIST | February 2015 - May 2015 | Montreal.

Lit and pre-comped several shots for 2015 Twentieth Century Fox film "Fantastic 4". (Katana - Renderman - Nuke).

WALT DISNEY ANIMATION STUDIOS

LIGHTING APPRENTICE | March 2014 - October 2014 | Burbank.

Lit and composited shots for 2014 animated film "Big Hero 6" using the studio proprietary global illumination software. (Maya - Hyperion - Nuke).

LIGHTING TRAINEE | January 2014 - March 2014 | Burbank.

Selected to be part of the 2014 Walt Disney Talent Development Program, mentored by Disney's artists, learned about the studio's lighting pipeline and culture. (Maya - Hyperion - Nuke).

BLUE SKY STUDIOS

LIGHTING TECHNICAL ASSISTANT | November 2013 - January 2014 | Greenwich.

Worked on lighting prep, rendering and pre-compositing passes for several shots of 2014 film "Rio 2". (Maya - CGI Studio - Nuke).

LIGHTING INTERN | June 2012 - August 2012 | Greenwich.

Learned about Blue Sky Studio's lighting software and workflows. Lit shots for 2013 animated film "Epic". (Maya - Proprietary Software - Nuke).