

ANDER GUTIERREZ VILLEGAS

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Personal Summary

Environment Supervisor specialized in Animation features films, TV Shows, and commercials. I have work experience in international and fast-paced environments and remote work. My goal is to provide the skills and expertise that I have acquired over the years and continue gaining production experience and further develop my artistic and technical abilities.

Work Experience

Environment Supervisor

October 2022 - Present

ILLUSORIUM STUDIOS (Madrid, Spain)

Projects:

BUNGIE STUDIOS: MARATHON	Cinematic Short
SECRET LEVEL - MEGA MAN	Animation Short
SECRET LEVEL - PAC MAN	Animation Short
SECRET LEVEL - SPELUNKY	Animation Short
SKY: CHILDREN OF THE LIGHT	TV Show
RIOT GAMES: THE BRINK OF INFINITY	Cinematic Short

Senior Sets&Props Modeler

March 2022 - September 2022

CINESITE (Montreal, Canada)

Projects:

IWÁJÚ	TV Show
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Senior Sets&Props Modeler

September 2017 - February 2022

SONY PICTURES IMAGEWORKS (Vancouver, Canada)

Projects:

IN YOUR DREAMS	Animation Film
GUARDIANS OF THE GALAXY 3	VFX Film
THE SEA BEAST	Animation Film
SPIDER-MAN: NO WAY HOME	VFX Film
VIVO	Animation Film
THE MITCHELLS vs THE MACHINES	Animation Film
OVER THE MOON	Animation Film
ANGRY BIRDS 2	Animation Film

SPIDER-MAN: FAR FROM HOME
HOTEL TRANSYLVANIA 3
SMALLFOOT

VFX Film
Animation Film
Animation Film

Modeling Teacher

November 2018 - July 2023

CREHANA (Lima, Peru)

Projects:

CREACIÓN DE ESCENARIOS EN MAYA

Online Course

Senior Sets&Props Modeler

February 2017 - August 2017

CINESITE (Montreal, Canada)

Projects:

THE STAR

Animation Film

Senior Sets&Props Modeler

November 2016 - December 2016

PLEID STUDIO (Freelance, Remote)

Projects:

TOYOTA C-HR

Commercial

Senior Sets&Props Modeler

December 2014 - September 2016

ILION ANIMATION STUDIOS (Madrid, Spain)

Projects:

WONDER PARK

Animation Film

Sets&Props Modeler

January 2014 - September 2014

MIKROS IMAGE CANADA (Montreal, Canada)

Projects:

THE LITTLE PRINCE

Animation Film

Modeler, Texture Artist and Rigger

March 2013 - December 2013

NERD CORPS ENTERTAINMENT (Vancouver, Canada)

Projects:

BLAZE

TV Show

MONSTER HIGH: LIGHTS, CAMERA, ACTION!

Animation Film

MONSTER HIGH: HAUNTED

Animation Film

Sets&Props Modeler

March 2012 - May 2012

NEXUS PRODUCTIONS (London, United Kingdom)

Projects:

INTEL ME THE MUSICAL

Commercial

Sets&Props Modeler

January 2012 - March 2012

PASSION PICTURES (London, United Kingdom)

Projects:

BBC UK STADIUM

Commercial

Sets&Props Modeler

February 2011 - May 2011

BALEUKO (Durango, Spain)

Projects:

THE WISH FISH

Animation Film

Modeler

October 2010 - December 2010

INK APACHE (Madrid, Spain)

Projects:

DISNEY CHANNEL BRANDING CAMPAIGN 2010

Commercial

3D Generalist

October 2008 - March 2010

ESTUDIO MARISCAL (Barcelona, Spain)

Projects:

CHICO & RITA

Animation Film

Education

Compositing course with Nuke

March 2012 - August 2012

ESCAPE STUDIOS (London, United Kingdom)

Technical expertise in special effects for cinema and TV in real time with Softimage XSI

September 2007 - June 2008

SINTESYS SCHOOL (San Sebastian, Spain)

Technical engineer in computer management

September 2003 - January 2008

UNIVERSIDAD DE DEUSTO (Bilbao, Spain)

Software

HOUDINI

MAYA

ZBRUSH

SPEEDTREE

SHOTGRID