

# Pablo GIMENEZ

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29 years old, single  
Spanish

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## Objective:

Develop and research amazing FX for the entertainment industry, mainly feature film.

## CGI Skills:

- **FX animation:** simulation of natural phenomena, particle systems, dynamics and procedural modeling and animation using Side Effects Houdini. Development of technical solutions to FX challenges, creating custom shaders and scripts all using procedural animation concepts. Specially I have created some solutions for volumetric effects like fog and smoke, rendering with Mantra or RenderMan but always creating shaders that allows a lot of control over the effects lighting, the base for a good effect is always a good rendering. I have knowledge of Houdini, Maya, Maya API, MEL, VEX, Hscript , Python and RenderMan Shading Language, for general purpose programming and plug-ins I know C/C++ and Python.
- **Shading & Lighting:** lighting, shading and rendering to obtain the desired mood for every shot, simulating the light interaction with surfaces and atmospheres and creation of realistic environments.
- **Compositing:** I have knowledge of compositing, color correction, integrating images and specially integration of computer generated effects into the whole scene.
- **Tools:** mainly I have knowledge of Side Effects Houdini and Pixar Photo realistic RenderMan. Other tools that I know are: Maya, Shake, Nuke, Real Flow, Digital Fusion, Photoshop and Premiere. I am a certificated Houdini instructor.
- **Development:** I have strong knowledge of the Maya API, MEL scripting, RenderMan Shading Language, Houdini's VEX Language, Hscript and Rhino 3 SDK. For general purpose programming I know C/C++, TCL/Tk, Perl, Bash, CSH and Python.
- **Operating systems and Networks:** I have used all Windows versions, Mac OS 9 and Mac OSX. I have a strong background in UNIX, mainly with Linux, I have maintained file servers and render farms using Debian and Red Hat Linux distributions. I have used Solaris and Irix too. For render farms I have created scripts, in Perl, and tools to manage and distribute render jobs over the whole network.

## Computer Programming and System Administration Skills:

- Strong skills with **C/C++** programming.
- **Well-known scripting languages:** Python, TCL/Tk, Perl, Javascript , shell programming with Bash and CSH.
- Knowledge of **Linux** systems administration.
- **Knowledge of other UNIX flavors:** Irix, Solaris and Mac OSX.

## Education:

- Bachelor of Engineering in Computer Sciences. Universidad Autónoma de Madrid, Spain ( [www.ii.uam.es](http://www.ii.uam.es) ).
- Intensive summer english courses in The British Council of Spain ( <http://www2.britishcouncil.org/es/Spain/> ).
- Certificated Houdini Instructor by Side FX Software.

## Professional Experience:

- **2002-2003:** Universidad Autónoma de Madrid: during the placement I have the responsibility of administrating Linux and Solaris servers and solve hardware and software problems in the university ( [www.ii.uam.es](http://www.ii.uam.es) ).
- **2003-2004:** Utopia Animation: at Utopia Animation i tried to create an animation studio with another partner. My responsibilities covers:
  - Creation of the studio pipeline: development of a heterogeneous environment with several animation and compositing tools: Houdini, Maya, RenderMan and Shake. And different operating systems: Windows 2000/XP, Linux (Debian, Red Hat), Mac OS 9 and Mac OSX. The development involves MEL and HScript programming and a render pipeline using several Pixar's Alfred scripts and Perl scripts, based on a Linux infrastructure.
  - Lighting/Shading and VFX artist: lighting, shading and rendering shots using RenderMan and Houdini/Mantra. A strong renderman shading development was done. Creation of volumetric and particle effects using Houdini and RenderMan.
  - The studio produced two projects: Albion 3.0 a short film and "El Boulevard de Rivas" an architectural presentation.
- **2004-mid 2005:** Next Limit Technologies:my duties are the development of Maya plug ins and Rhino plug ins for the Maxwell render engine ( [www.nextlimit.com](http://www.nextlimit.com) and [www.maxwellrender.com](http://www.maxwellrender.com) ).
- **03-16-2005:** speaker in a conference in the Universidad Autónoma de Madrid called "Albion 3.0 – How to make a computer animated short film".
- **Mid 2005 – mid 2007:** Houdini and RenderMan Product Manager at Aula Tematica. My main responsibility was to create a training plan and infraestructure to support and introduce these tools in the spanish industries, from demos at studios to training professional at the training center facilities.([www.aulatematica.com](http://www.aulatematica.com))
- **mid 2007 – November 2007:** Effects artist in Furia Digital. My responsibility was make vfx for commercials and feature films, with Houdini and Maya. Also I have to write pipeline tools and shaders for Maya and Houdini using MEL, Hscript and VEX.
- **December 2007– February 2008:** Senior Effects Artist and TD at The Mill. My responsibility is to create all the tools needed for a commercial project, animate effects and support other artist with Houdini in the first Houdini based commercial project at The Mill. Another important goal at The Mill is creating the foundation of the Houdini pipeline in the studio witing several tools in python, hscript and VEX.
- **March 2008 - August 2008:** Freelance Senior TD at Realise Studio making procedural modeling, effects and animations for commercials. Using mainly Houdini.
- **September 2008 - to date:** FX TD at The Moving Picture Company developing effects for particle water simulation using Maya. Also developing tools to deploy the effects in more than 100 shots.

#### Credits:

##### Commercials

- Hornbach, Furia Digital 2007
- Vodafone Internet, Furia Digital, 2007
- Cities On Water, The Mill, 2008
- Mercedes GLK, Realise Studio, 2008

##### Feature Film

- Mortadelo y Filemón 2, Furia Digital 2007
- GIJOE: The Rise of Cobra, The Moving Picture Company, 2008

#### References:

- Jordi Bares, Joint Head of 3D at The Mill: [jordibares@the-mill.com](mailto:jordibares@the-mill.com)
- David Roberts, Account Manager at Side Effects Software: [david@sidefx.com](mailto:david@sidefx.com)

#### Languages:

- **Spanish:**mother tongue.
- **English:** fluent.

