

Alberto Beguerie

Lighting & Compositing technical artist,
experienced in creating visually-striking images
and improving workflows through intuitive tools.

www.albertobeguerie.com
alberto.beguerie@gmail.com
(786) 399-4240

Education

Ringling College of Art + Design, Sarasota, FL. 2008-2012.

B.F.A. in Computer Animation, May 2012. President's List, Fall 2008.

Thesis Film: **The Case of the Broken Lamp**.

Experience

Brazen Animation, Dallas, TX. 2017.

Established key shot lighting and compositing for unreleased Cinematics, matching to production art, while adapting quickly to a fast-paced environment and an evolving pipeline.

Reel FX Creative Studios, Dallas, TX. 2013 – 2017.

Lit, composited and supported the Lighting Team in various capacities:

Best Fiends Cinematics (2017) | Seriously Digital Entertainment

Established the look of sequences through light rigs, based on production art and Director feedback, balancing image quality with a constrained production schedule.

Lit, composited and delivered 17 shots in 4-5 weeks.

Lego Batman/Sky Cable Commercials (2016) | Warner Brothers/Sky Cable

Established the look of multiple one-off shots, while contributing tools to support artists in a newly-created Houdini/Octane/NUKE pipeline.

Rock Dog (2016), The Book of Life (2014), Free Birds (2013) | Mandoo/Reel FX

Lit multiple lighting scenarios, composited stereoscopic shots, adapted to changing pipelines, and collaborated with Lighting Leads and Supervisors, delivering an average of 4 shots per week.

Programming

Developed intermediate-level skills using Python/PyQt, collaborating with Lighting Technical Director on medium-sized tools for sharing assets between artists and shots, and contributing to the Lighting Department code repository.

Corgan Media Lab, Dallas, TX. 2016.

Guest compositor for LAX Airport Walkthrough project.

Sony Pictures Imageworks, IPAX Internship, Culver City, CA. 2011.

Contributed animation on 3 production shots for the opening sequence of Arthur Christmas (2011).

Software

Proficient knowledge of **Maya, Arnold, NUKE, Python, PyQt, Photoshop, and Premiere**. Experience with **Houdini/Mantra, V-Ray, mental ray, RenderMan, Octane, Unreal Engine 4, After Effects** and **Cinema 4D**.