

# Leonel Montero

3D Artist and Filmmaker

## ABOUT ME:

Versatile 3D Generalist with over five years of expertise in 3D modeling, texturing, animation, lighting, rendering and postproduction, consistently delivering exceptional results for top global brands and clients. Proficient in a broad array of 3D and digital software. I am recognized for my meticulous attention to detail, capability in managing complex, large-scale environments, and mastery of photorealistic PBR workflows. With extensive experience in the fashion, furniture, and film industries, I excel at transforming creative concepts into high-quality visuals and leading teams to meet ambitious project deadlines.

## WORK EXPERIENCE

### Design, creation and animation of 3D products

#### SELF-EMPLOYED AND CONTRACTED BY VARIOUS INTERNATIONAL COMPANIES AND PRIVATE CUSTOMERS

- Freelance 3D artist to Puma.
- 3D Artist for Inditex by Mindden, responsible for the digitalization process of their products. I collaborated with brands such as Zara, Massimo Dutti, Bershka, and Stradivarius.
- Directing a small team and modeling, texturing, lighting, animation, rendering and VFX for the television program "Desmontando Andalucía" on the Sur channel of Andalucía, Spain.
- Modeling, texturing, rendering, and post-production for furniture collections, textiles, and miscellaneous items catalogues.
- 3D Environment Artist for films.
- Design and creation of dies for 3D printing and subsequent production in roto-moulding factories.
- 3D Artist and in charge of a small team to create 360° worlds and experiences in 3D animation for Xventure.
- Modeling, texturing and rendering for NFT collection.

### Production, creation and editing of audiovisual content

#### SELF-EMPLOYED AND HIRED BY AUDIOVISUAL PRODUCERS AND PRIVATE CUSTOMERS

- Educational and institutional videos
- Electoral campaigns
- Camera for international music events
- Video clip and video art
- Social and event photography
- Photographic and video record for media

## HIGHER EDUCATION

### Universidad Nacional de Córdoba

DEGREE IN CINEMA AND TELEVISION

## TRAININGS

### Miguel Angel Arribas (Pipeline TD El Ranchito) - Planeta CG

MASTER'S DEGREE IN VFX WITH HOUDINI - UNREAL ENGINE - NUKE

- Currently studying 2024

### Jonathan Mercado

MASTER'S DEGREE IN ARCHITECTURAL RENDERING IN 3D

- Completed in April 2021

## SKILLS

- Modeling
- Texturing
- Lighting
- Compositing / Postproduction
- VFX
- Camera setup
- Animation
- Rig
- Retopology
- Video edition
- Sound
- Camera

## TOOLS

- Blender
- Substance Painter
- Adobe Premiere
- DaVinci Resolve
- Adobe Photoshop
- Marvelous Designer
- Adobe After Effects
- Adobe Audition
- Houdini

## LANGUAGE

- Native Spanish
- B1 level English

## CONTACT

- Mail: leonelmonteroo@gmail.com
- Cellphone: +34623519117

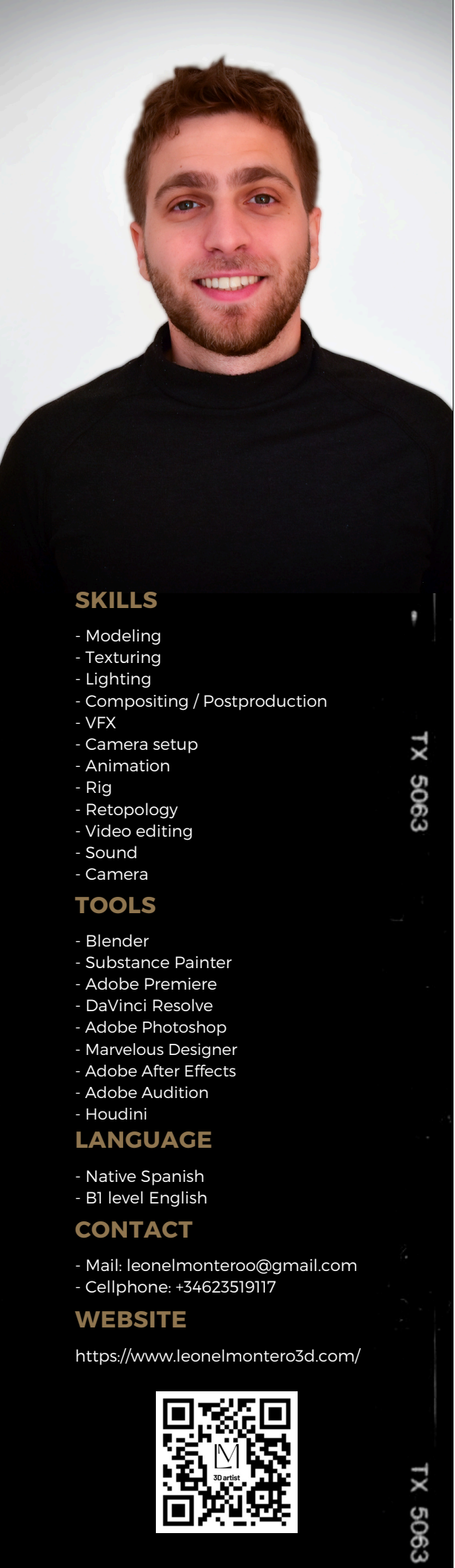
## WEBSITE

<https://www.leonelmonteroo3d.com/>



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## Association of Audiovisual Producers of Córdoba

AUDIOVISUAL PROJECT DESIGN

- Completed in 2019

## Cluster Audiovisual Córdoba

360 ° IMMERSIVE CINEMA WORKSHOP

- Completed in 2018

## Libel Studios

CHARACTER MODELING AND SCIENCE FICTION

- 2017

## International Horror Festival, Córdoba

FANTASTIC FACILITY

- Participation in the work, in 2016

## S.A.D.A.I.C

AUDIOVISUAL TRAINING SEMINAR

- 2015

## La Nueva Escuela

3D ANIMATION IN BLENDER

- 2014

## Universidad Popular de Resistencia

PHOTOGRAPHY JOB TRAINING

- 2013

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