

AUDIOVISUAL COMMUNICATION (UVIC) & MASTER IN 3D ANIMATION (UPF)

I'M PASSIONATE ABOUT BEING ABLE TO TELL A STORY OR DEFINE EMOTIONS THROUGH LIGHT.

I'M FORTUNATE THAT I CAN DEVELOP THIS PASSION IN MY WORK AND ALSO IN ONE OF MY GREAT HOBBIES, PHOTOGRAPHY.

I HAVE A GOOD KNOWLEDGE OF LIGHTING, RENDER AND COMPOSITION, ALTHOUGH I DON'T FORGET OTHER ASPECTS SUCH AS MODELING AND SHADING.

I AM ALWAYS WILLING TO OPEN NEW HORIZONS AND CONTINUE LEARNING WITH A SMILE.

SÒNIA LEÓN

LIGHTING ARTIST/3D ARTIST

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REEL

EDUCATION

LIGHTING COURSE,
CGLIGHTING.NET

Z-BRUSH COURSE,
DIGITAL REBEL

MASTER 3D ANIMATION,
UNIVERSIDAD POMPEU FABRA

3D MAYA INTENSIVE COURSE,
9ZEROS

AUDIOVISUAL COMMUNICATION,
UNIVERSIDAD DE VIC

EXPERIENCE

- 2023 LIGHTING ARTIST, VARIOUS SERIES
HAMPA STUDIOS
- 2022 LIGHTING ARTIST, SHORTFILM "STORIES OF EVERGREEN HILLS-
THE SNOW GLOBE"
LIGHTBOX ANIMATION STUDIOS
- 2021 LIGHTING ARTIST, FILM "TADEO JONES 3"
LIGHTBOX ANIMATION STUDIOS
- 2020 LIGHTING ARTIST, SERIE "DIDDL"
B-WATER STUDIOS
- 2019 LIGHTING ARTIST, SERIE "TREASURE TREKKERS"
B-WATER STUDIOS
- 2018 GENERALISTA 3D , SERIE "MOMONSTERS"
RENDER WRANGLER, FILM "LEGEND OF HAWAIIAN"
3DOUBLES PRODUCCIONES
- 2018 GENERALISTA 3D, DOCUMENTAL "DESTELLOS EN LA OSCURIDAD",
FREELANCE
- 2017 RENDER ARTIST, FILM "DAY OF THE DEAD",
FICCION PRODUCCIONES
- 2016 RENDER WRANGLER, SERIE "POCOYO TEMPORADA 4",
ZINKIA ENTERTAINMENT
- 2015 RENDER ARTIST, SERIE "FLYING SQUIRRELS"
MAGO PRODUCTION
- 2015 SHORTFILM "MIST",
MASTER THESIS
- 2014 MODELER AND SHADING, FILM "BCN 1714" ,
KABOGA
- 2008

3D SKILLS

- MODELING ●●●●●●
- SHADING ●●●●●●
- LIGHTING ●●●●●●
- RENDER ●●●●●●
- COMPOSITING ●●●●●●

SOFTWARE

- MAYA ●●●●●●
- FUSION ●●●●●●
- ZBRUSH ●●●●●●
- AFTER EFFECTS ●●●●●●

- NUKE ●●●●●●
- 3DSMAX ●●●●●●
- PHOTOSHOP ●●●●●●

LANGUAGES

- SPANISH ●●●●●●
- CATALAN ●●●●●●
- ENGLISH ●●●●●●