

MIGUEL AGENJO

Senior 3D Generalist · Lighting TD

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PROFILE -----

Versatile senior 3D Generalist with 8+ years of experience working in the VFX industry for feature film and TV. I combine technical and artistic expertise across the full VFX/animation pipeline, with strong focus on lighting, look development, and tools scripting.

PROFESSIONAL EXPERIENCE -----

- **3D Generalist – El Ranchito.** Nov 2017 - Present (8 years).
Involved in the full 3D pipeline.
 - Modeling, texuring, look-dev assets, digi-doubles, creatures and environments.
 - Lighting and rendering VFX and full CG shots.
 - Python scripting for maya and houdini.
 - Leading small teams/projects.
- **3D Online Tutor – Animum School.** Oct 2020 - March 2021 (Full 6 moth program).
3D fundamentals course tutor.
 - Responsible to evaluate the student's assignments and providing feedback and guidance along the course, in the areas of modeling, uv mapping, texturing, shading, lighting and composition.
- **3D Artist – Freelance.** 2017 – Present.
3D artist for vfx and commercial projects.

EDUCATION -----

Computer Science – UNIPRO, European University. Bachelor's degree (2025- Present).
- *Software Engineering.*

Python for Production – Rebelway Academy. Bootcamp (2025).
- *Advanced python: Back end, USD, data science.*

Film, Visual Effects and Animation – Trazos School of Digital Arts. Associated degree (2015-2018).
- *Cinematography, design and 3D art.*

SKILLS -----

Hard skills: *Lighting · Look development · Enviroments · Scripting · Modeling · Texturing*

Soft skills: *Problem solving · Versatility · Adaptability · Fast learning · Autonomy · Team work*

Software: *Houdini FX · Maya · Substance Suite · Python · Mari · Nuke · Speedtree · Shotgun · Git*

Languages: *Spanish (Native), English (Professional proficiency)*