MIGUEL AGENJO
Senior 3D Generalist · Lighting TD

m.agenjo3d@gmail.com | magenjo.artstation.com | miguelagenjo.com | LinkedIn | Madrid, Spain, EU

PROFILE --

Senior 3D Generalist with 8+ years of experience in the VFX industry. I've contributed to award-winning feature films and series, specializing in lighting, environments, look development, and pipeline tool creation.

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 enviroments.
  - Lighting and rendering VFX and full CG shots.
  - Python scripting for maya and houdini.
  - Leading small teams/proyects.

- **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. Bachellor´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 · Maya · Substance Suite · Python · Mari · Nuke · Speedtree · Shotgun · Git
Languages:	Spanish (Native), English (Professional proficiency)