

MARIA VALLE SORIANO

LEAD LIGHTING AND COMPOSITING ARTIST



ABOUT ME

My name is Maria Valle and I'm a Lead Lighting and Compositing Artist.

I have a passion for creating visual stories within the VFX and Feature Animation industry.

With expertise in lighting, rendering, compositing, and strong general knowledge of texturing/shading I make a strong addition to any team looking to expand their lighting department.

I'm always looking for new and exciting ways to expand my current skills and acquire new ones.

CONTACT



Email

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LinkedIn

<https://www.linkedin.com/in/mariavallesoriano>



Website

www.mariavallesoriano.com

REFERENCES

Jeremy Vickery

Lighting and LookDev Director

E : cinematiclighting@gmail.com

Nacho Garrido

Lighting Lead

E : igarrido76@hotmail.com

EXPERIENCE

- 2022 - Present **Lead Lighting and Compositing Artist | Freelance**
- 2022 **Lead Lighting TD | DNEG, London (United Kingdom)**
VFX Lighting and Precompositing
- 2021 - 2022 **Teacher | ESCAV, Granada (Spain)**
Lighting and Compositing
- 2020 - 2021 **Lead Lighting Artist | Axis Animation, Glasgow (Scotland)**
Feature Animation movie and Photorealistic CG cinematics.
- 2019 - 2020 **Senior Lighting Technical Director | DNEG, Montreal (Canada)**
VFX Lighting and Precompositing: "Dune"; "Last Night in Soho"
- 2019 **Lead LookDev and Lighting Artist | Genoma Animation, Granada (Spain)**
Develop LookDev, Lighting, rendering and Precompositing sequence for "Fairy tale forest"
- 2019 **Senior Lighting and Compositing Artist | Cinesite Studios, Montreal (Canada)**
Senior Lighting and Compositing artist for animation movies "The Addams Family"; "Riverdance"
- 2018 - 2019 **Senior Lighting and Compositing Artist | Digi Pictures, Budapest (Hungary)**
Creating photorealistic CG cinematics. "Love, death and Robots"; "Call of Duty Black Ops"; "Warframe"; "Destiny 2"; "Lost Ark"
- 2017 **Lighting and Compositing Artist | Playground games, Birmingham (UK)**
Lighting and Compositing artist in AAA game "Forza Horizon 4"
- 2016 - 2017 **Lighting and Compositing Artist | Ficción Producciones, Santiago de Compostela (Spain)**
Lighting and Compositing artist in animation movie "Salma's big wish"
- 2015 - 2016 **3D Instructor | Estación Diseño, Granada (Spain)**
Teaching texture, shaders, lighting, render and compositing.

CONFERENCES

- **2020 Master Class | Estación Diseño (Spain)**
"Dialogues with Maria valle"
- **2019 Master Class | ESCAV. Escuela superior Audiovisual (Spain)**
"From school to the Industry"
- **2019 Master Class | Estación Diseño (Spain)**
"How to start in Cinematics Industry"
- **2016 Master Class | Sevilla Ficción (Spain)**
"3D Motion"

EDUCATION

- 2018 **Mastering Projections in Nuke**
Butic New School, Madrid (Spain)
- 2013 - 2015 **3D Desing & Production 3D**
Estación Diseño, Granada (Spain)
- 2013 **ArchViz**
Estación Diseño, Granada (Spain)
- 2008 - 2012 **Degree in Building Engeniering**
University of Granada, Granada (Spain)
- 2022 **The Art of Lighting from Games**
CGMA

SOFTWARE

Houdini	Sustance Painter
Clarisce	Nuke
Maya	Photoshop
3D Studio Max	After Effects
Arnold	DaVinci Resolve
V-Ray	Premiere

SKILLS

Creativity	Organized
Flexibly	Team Work

HOBBIES



Music



Cinematography



Donuts