

# 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

mariavallesoriano@gmail.com



### LinkedIn

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



### Website

[www.mariavallesoriano.com](http://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 TD | DNEG/ReDefine, Barcelona (Spain)**  
*VFX Lighting and Precompositing in movies and TV*
- 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 | Digic 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