

ABOUT ME

CG Supervisor & Lead Lighting/Compositing Artist with more than 8 years of experience across VFX, cinematics, and feature animation.

Specialised in lighting, lookdev, rendering, and compositing, with a strong cinematographic eye and a passion for visual storytelling.

I combine artistic vision, technical problem-solving, and team leadership to guide artists and craft compelling imagery, always in service of the story.

CONTACT

- Email
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- LinkedIn
<https://www.linkedin.com/in/mariavallesoriano>
- Website
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REFERENCES

- | | |
|---|---|
| Jeremy Vickery
Lighting and LookDev Director
E : cinematiclighting@gmail.com | Nacho Garrido
Lighting Lead
E : igarrido76@hotmail.com |
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EXPERIENCE

- 2024 - Present **CG Supervisor** | Amuse Studio (Las Palmas de Gran Canaria)
Animation series
- 2024 - 2024 **Lead Lighting TD** | Milk VFX (London/Barcelona)
Series and movies VFX "Surviving Earth"
- 2022 - 2024 **Senior Lighting and Compositing Artist** | Axis Studios, Glasgow (Scotland)
Disney and Marvel Animation series "The Eye of Wakanda"
- 2022 - 2023 **Lead Lighting TD** | Redefine (Barcelona)
VFX Lighting and Precompositing, movies and series "Ripley"; "Borderlands"; "Gen V"
- 2022 **Lead Lighting TD** | DNEG, London (United Kingdom)
VFX Lighting and Precompositing "Aqua man and the Lost Kingdom"
- 2020 - 2021 **Lead Lighting Artist** | Axis Studios, Glasgow (Scotland)
Feature Animation movie and Photorealistic CG cinematics: Netflix movie "Scrooge A Christmas Carol" "K/DA: More"
- 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"

CONFERENCES

- 2026 | Netflix · R&D — Guest Talk
"Lighting Is the Art of Choice"
- 2026 | Mundos Digitales - International Animation, VFX & New Media Congress (A Coruña)
"From the Light We Feel to the Light We Shape: Lighting Is the Art of Choice"
- 2025 | Mundos Digitales - International Animation, VFX & New Media Congress (A Coruña)
"The Artist's Eye: Born or Made? Training Your Artistic Vision in VFX"
- 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"

EDUCATION

- 2023 **Women's Virtual Production Training Programme**
IIM Institute of Immersive Media and Netflix
- 2023 **The Art of Lighting from Games**
CGMA
- 2018 **Mastering Projections in Nuke**
Butic New School, Madrid (Spain)
- 2013 - 2015 **3D Desing & Production 3D**
Estación Diseño, Granada (Spain)
- 2008 - 2012 **Degree in Building Engeniering**
University of Granada, Granada (Spain)

SOFTWARE

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

SKILLS

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| Creativity | Organized |
| Flexibly | Team Work |

HOBBIES



Music



Cinematography



Donuts