

Dani Folch

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I'm a **VFX digital compositor** based in Barcelona. I have experience in digital compositing for films, TV and advertising.

I'm a highly organized person, with an extremely attention to detail and committed to deliver always a **high quality work**. I have fun working in VFX, and that leads to a constant learning attitude and good work environment

Digital Compositing Skills

- Comitted to deliver high quality work
- Problem solver and fast learner
- Both **technical** and **artistic** background.
- Great eye for light and color
- Highly organised with the scripts.
- Knowledge of 3D softwares, mainly Maya and Houdini.

VFX Softwares

Digital compositing: **NukeX**

2D softwares: Blackmagic fusion, After effects, Mocha

3D softwares: Maya, Houdini, Lightwave

Render: Arnold, Redshift, Mantra

Others; Shotgun, Deadline, Photoshop

Latest projects

Borderlands 3 comercial - Sauvage tv - Nov 2019 Digital Compositor

League of Legends - Worlds 2019 - Sauvage tv - Sep - Oct 2019 Digital Compositor

L'enigma Verdguer - Antaviana Films - May - Jun 2019 Digital Compositor

La fossa - Antaviana Films - March - April 2019 Digital Compositor

Elisa y Marcela (Netflix) - Antaviana Films - Nov - Dic 2018 Digital Compositor

Costa Cruceiros comercial - Antaviana Films - Oct - Nov 2018 Digital Compositor

Wake up S2 - Morning Star VFX - Jun - Sept 2018 Digital Compositor & 3D generalist

Born a King - Antaviana Films - Feb - Jun 2018 Digital Compositor

The Last Full Measure - Antaviana Films - 2018 Feb - June Digital Compositor

El día de Mañana - Antaviana Films - 2017 Jan - June 2018 Digital Compositor

Memorias de un hombre en pijama - Moonbite animation - 2016 Digital compositor

Education

Master degree in 3D and VFX - FX animation 3D school -

Image&Sound engineering - Universitat Politècnica de Catalunya -

Languages

English - Advanced level

Spanish - Native

Catalan - Native

French - Basic

Other

- Driving License