

# 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 -
- Look dev experience
- Highly organised with the scripts.
- Knowledge of 3D packages, 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

**House of the Dragon Season 2** - Pixomondo - 2023-2024 - Digital Compositor

**Three Body Problem Season 1** - Pixomondo - 2023 - Digital Compositor

**The Colour Purple** - Pixomondo - 2022 - Digital Compositor

**Antman and the Wasp: Quantumania** - Pixomondo - 2021-2022 Digital Compositor

**House of the Dragon Season 1** - Pixomondo - 2021-2021 Digital Compositor

**Carnival Row Season 2** - Pixomondo - 2020 Digital Compositor

**Alma (Netflix)** - Lamppost VFX - 2020 Digital Compositor

**Orígenes secretos (Netflix)** - Antaviana Films - 2020 - Digital Compositor

**Borderlands 3 comercial** - Sauvage tv - 2019 - Digital Compositor

**League of Legends - Worlds 2019** - Sauvage tv - 2019 - 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

- Handball Player

- Videogame Geek :)