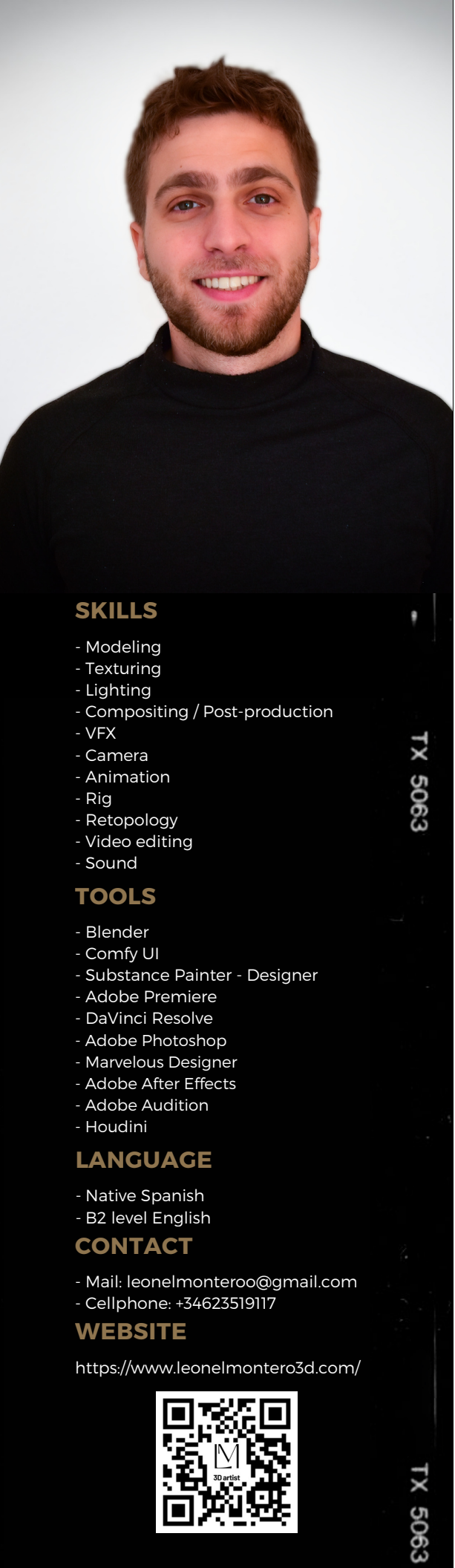




Leonel Montero

3D Artist and Filmmaker

ABOUT ME:

Versatile 3D Generalist with over six years of expertise in 3D modeling, texturing, animation, lighting, rendering and postproduction, consistently delivering exceptional results for top global brands and clients. Proficient in a broad array of 3D and digital software, I am recognised for my meticulous attention to detail, capability in managing complex, large-scale environments, and mastery of photorealistic PBR workflows. With extensive experience in the fashion, furniture, film, and architecture industries, I excel at transforming creative concepts into high-quality visuals and leading teams to meet ambitious project deadlines. Additionally, I am exploring automation and applying Artificial Intelligence solutions with ComfyUI to streamline production pipelines and creative processes.

WORK EXPERIENCE

3D Generalist Artist

SELF-EMPLOYED AND CONTRACTED BY VARIOUS INTERNATIONAL COMPANIES AND PRIVATE CUSTOMERS

- 3D Generalist Artist for INDG + Grip.
- Freelance 3D artist for PUMA.
- 3D Artist for INDITEX by Mindden, responsible for the digitalisation process of their products. I collaborated with brands such as Zara, Massimo Dutti, Bershka, and Stradivarius.
- Directing a small team and modelling, texturing, lighting, animation, rendering and VFX for the television program "Desmontando Andalucía" on the Sur channel of Andalucía, Spain.
- Modelling, texturing, rendering, and post-production for furniture collections, textiles, and miscellaneous items catalogues.
- 3D Environment Artist for Films Production in VisionArt Studios.
- Design and creation of dies for 3D printing and subsequent production in roto-moulding factories.
- 3D Generalist Artist and in charge of a small team to create 360° worlds and experiences in 3D animation for Xventure.
- Modelling, texturing and rendering for NFT collection.

Production, creation and editing of audiovisual content

SELF-EMPLOYED AND HIRED BY AUDIOVISUAL PRODUCERS AND PRIVATE CUSTOMERS

- Educational and institutional videos
- Electoral campaigns
- Camera for international music events
- Video clip and video art
- Social and event photography
- Photographic and video record for media

HIGHER EDUCATION

Universidad Nacional de Córdoba

DEGREE IN CINEMA AND TELEVISION

SKILLS

- Modeling
- Texturing
- Lighting
- Compositing / Post-production
- VFX
- Camera
- Animation
- Rig
- Retopology
- Video editing
- Sound

TOOLS

- Blender
- Comfy UI
- Substance Painter - Designer
- Adobe Premiere
- DaVinci Resolve
- Adobe Photoshop
- Marvelous Designer
- Adobe After Effects
- Adobe Audition
- Houdini

LANGUAGE

- Native Spanish
- B2 level English

CONTACT

- Mail: leonelmonteroo@gmail.com
- Cellphone: +34623519117

WEBSITE

<https://www.leonelmontero3d.com/>



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SKILLS

- Modeling
- Texturing
- Lighting
- Compositing / Post-production
- VFX
- Camera setup
- Animation
- Rig
- Retopology
- Video editing
- Sound

TOOLS

- Blender
- Comfy UI
- Substance Painter - Designer
- Adobe Premiere
- DaVinci Resolve
- Adobe Photoshop
- Marvelous Designer
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TRAININGS

Miguel Angel Arribas (Pipeline TD El Ranchito) - Planeta CG

MASTER'S DEGREE IN VFX WITH HOUDINI - UNREAL ENGINE - NUKE

- Currently studying 2025

Jonathan Mercado

MASTER'S DEGREE IN ARCHITECTURAL RENDERING IN 3D

- Completed in April 2021

Association of Audiovisual Producers of Córdoba

AUDIOVISUAL PROJECT DESIGN

- Completed in 2019

Cluster Audiovisual Córdoba

360 ° IMMERSIVE CINEMA WORKSHOP

- Completed in 2018

Libel Studios

CHARACTER MODELING AND SCIENCE FICTION

- 2017

International Horror Festival, Córdoba

FANTASTIC FACILITY

- Participation in the work, in 2016

S.A.D.A.I.C

AUDIOVISUAL TRAINING SEMINAR

- 2015

La Nueva Escuela

3D ANIMATION IN BLENDER

- 2014

Universidad Popular de Resistencia

PHOTOGRAPHY JOB TRAINING

- 2013

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