

Irene Ortega Sanz

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Madrid (Spain)



Experience

- **Blink Industries** **Sep 2024 - Nov 2024**
Madrid, Spain.
{Freelance Layout Artist}
 - Responsible for: layout creation for a 2D series, ensuring that the composition and visual storytelling are aligned with the client's vision. Integrated 3D and 2D elements in After Effects for seamless animation.
 - Notable Projects: *Confidential Disney series.*
- **Nowake Studio** **Mar 2024 - May 2024**
Tenerife, Canary Islands.
{Layout supervisor}
 - Responsible for: Supervised the Layout Department, ensuring visual quality and working directly with the Animation Director. Camera polish, animation blocking, and post-production adjustments in After Effects.
 - Notable Projects: *Poupelle 2.*
- **Jellyfish Pictures** **Oct 2022 - Feb 2024**
London, UK.
{Senior Layout Artist}
 - Responsible for: layout for animation and VFX projects, problem-solving for technical challenges and creating documentation for the team.
 - Notable Projects: *The Twits (Roald Dahl & Netflix), Nautilus (Disney+), Wereworld (Netflix).*
- **MPC Film** **Nov 2021 - Sep 2022**
London, UK.
{Layout Artist}
 - Responsible for: Layout for VFX, working with roto-animation, lidar scans, and CG cameras. Proxy modeling and geometry remeshing for production workflows.
 - Notable Projects: *Disenchanted (Disney), Snow White and the Seven Dwarfs (Disney).*
- **3 Doubles Productions** **Mar 2019 - Nov 2021**
Tenerife, Canary Islands.
{Layout Artist}
 - Responsible for: 3D cameras and animation blocking for feature films and TV series.
 - Notable Projects: *Inspector Sun (3D Feature Film), Winnipeg: The Ship of Hope (Short Film), The Brownies (TV Series), MoMonsters (Preschool Series - Clan TVE).*

Education

- **Master's Degree in Teacher Training for Secondary Education**, Baccalaureate, Vocational Training, and Language Teaching (In progress).
- **Advanced Animation Degree (900h)** – Trazos, Visual Arts School, Madrid. Specialization in Layout, Animation, Modeling, Shading and Look Dev.
- **Bachelor's Degree in Audiovisual Communication** – Rey Juan Carlos University, Spain.

Softwares

- **3D Software:** Maya, Nuke
- **Video Editing & 2D Animation:** After Effects, Premiere
- **Information Management:** Shotgrid, Confluence, Linux

Skills

- **Hard skills:**
 - Layout for Animation & VFX: blocking, set dressing and camera polish
 - USD Workflow and 3D scene optimization
 - Previz and visual storytelling
 - Team supervision and production pipeline management
 - Direct collaboration with the animation department
- **Soft Skills:**
 - Problem-Solving: ability to address and resolve technical issues within the department.
 - Time Management: effective handling of tight deadlines and production requirements.
 - Receptive to feedback: open to constructive criticism, fostering continuous improvement.
 - Strong professional network: maintained connections with professionals from all past productions.
 - Positive feedback record: consistently received 100% positive feedback from colleagues and supervisors, promoting a collaborative work environment.
 - Continuous learning: passion for staying up-to-date with new tools, techniques, and documentation practices (client bibles, Confluence, workgroups, etc.).
 - Teaching motivation: currently training to become a teacher in audiovisual and 3D fields.

Languages

- **English C1.**
- Native Spanish.