



Albert Pintor Montull

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Born January 15th, 1972 in Barcelona, Spain

Nationality: Spanish

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PROFILE

My career has taken me progressively through all steps of the 3D production process: from “traditional” illustration to CGI and 3D production, from student to teacher and lecturer, and from 3D Operator to Technical Direction on small productions and a studio owner for a years. This experience gives me a unique perspective that allows me to efficiently and realistically solve complex projects and adapting and learning new tools and new workflows.

PROFESSIONAL CAREER

2020 - 2023

Ouo Time S.L.

Senior 3d Generalist

Lighter & Lookdev Supervisor

Groom TD

2015 - 2018

Pompeu Fabra University

Lighting & Compositing Instructor

2016-2019

Trizz Studios

Senior Modeler Freelance

23Lunes

Senior Modeler & Lighter Freelance.



2015

Fakestudio

Senior Modeler & Lighter Freelance.

2013-2015

Motion Pictures S.A.

Senior Modeler & Lighter Freelance.

2004-2012

Digital Dreams Films studio and 3D Academy, Barcelona

Founding member and shareholder

Production Manager & 3d Supervisor.

3D Academy courses coordinator & Teacher

2003-2004

Ametsak Factory studio, Donostia

Modeling Manager

2001- 2002

Gold Meskey (presently GMK Unlimited), Barcelona

3D Generalist Operator

2001

Beta-Disc, Barcelona

3D Generalist Operator



FINISHED PROJECTS

Hanna i els Monstres (2023)

Film for Doce Films

Ouo Time Studio

[Hanna i els Monstres](#)

Position: Lighter & Lookdev Technical Director
Grooming TD

Mike's Bike (2020)

TV Show for Baby TV

Ouo Time Studio

https://youtu.be/NwAgqwtRU_0

Position: Senior Modeling & Lighter & Lookdev
Character Grooming

Hungry Dragons (2019)

Cinematic trailer per Ubisoft

23Lunes Animation Studio

<https://youtu.be/1BwnnZMcQYQ>

Position: Senior Modeling & Lighter

Por Siempre Jamas (2017)

Spot for Audi Spain

23Lunes Animation Studio

<https://youtu.be/RfsscCAMKL8>

Position: Senior Modeling & Lighter & Lookdev

Elemental Guardians (2017)

Cinematic trailer per Ubisoft

23Lunes Animation Studio

<https://youtu.be/GTrE88kW45M>

Position: Senior Modeling & Lighter & Lookdev



League of Legends (2016)

Cinematic trailer per Riot Games.

Trizz Studio

<https://youtu.be/fjrfYZsZLJA>

Position: Senior Modeling & Sculpting

Hitachi (2015)

Hitachi spot produced by Fakestudio.

<https://vimeo.com/146375062>

Position: Senior Modeling & Lighter & Lookdev

Pumpkin Reports (2013)

Feature TV Animated Serie produced by Motion Pictures S.A.

<https://youtu.be/3dnLt9Pqm6I>

Position: Senior Modeling & Lighter & Lookdev

Daddy, I'm a Zombie (2011)

Feature film produced by Digital Dreams Films & Abra Producciones

Awarded with the "Enfant Terrible" prize in the Festival de Cinema de Gijón (2012)

Nominated for the Best Animation Movie in the Goya Awards (2012)

Position: Technical Director & 3D Supervisor

Pérez 2. El ratoncito de tus sueños (2008)

Feature film produced by Bren Entertainment & Digital Dreams Films

<https://youtu.be/ncYJ1574oyA>

Nominated for the Best Animation Movie in the Goya Awards (2010)

Position: Senior Lighter

Cher Amí – Cher Ami (2008)

Feature film produced by Digital Dreams Films & Acció

<https://youtu.be/yGSbX1yOcQ>

Winner of a Gaudí Award (2010) Best animation Movie

Position: Technical Director & 3D Supervisor



EDUCATION

2012

Advanced Technics in V-Ray with Maya”, imparted by Boaz Livny

2010

Advanced Photorealism with Mental Ray”, imparted by Boaz Livny

2000-2002

CGI and 3D Animation with Alias Wavefront Maya 2.4 and Maya 3.0. IDEP School

SKILLS BASE

- Tested management techniques in international productions
- Adaptability to new workflows, new tools and new pipelines
- Efficient management of tight schedules and budgets
- Good predisposition to teamwork
- Rapid adaptability to new problem-solving and situations
- Software:
 - Autodesk Maya (Expert)
 - Xgen & Ornatix
 - Autodesk Mudbox
 - Zbrush
 - Blender
 - Substance Painter
 - Substance Designer
 - Unreal Engine
 - Photoshop
 - Nuke
 - Fusion
 - Logic Pro
 - Render Engine: Arnold, V-Ray, Redshift, Render Man
 - Render Managers: Back Burner, Rush, Render Pal, Deadline
 - OSs: Linux, Windows, OS X
- Languages:
 - Catalan (mother tongue)
 - Spanish (fluent written and spoken)
 - English (intermediate written and spoken)

ACTIVITIES AND INTERESTS

- Music: I play the electric guitar and other traditional string instruments (oud, baglama, sitar). I have played in several bands throughout my life, with styles ranging from progressive rock to folk fusion.
- Photography