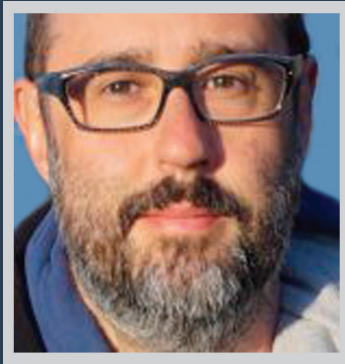




JOSÉ LUIS ESTEFANÍA

LIGHTING / LOOKDEV
AI / GENERALIST / COMP

CONTACT

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www.pepeplanet.com

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Torrelles de Llobregat
08629 Barcelona, Spain

SKILLS

Maya

Arnold, Vray

Houdini Solaris / Karma

Gaffer

Katana

Nuke

ComfyUI

Magnific AI

Substance Painter

Photoshop

FOLLOW ME

Linkedin:

www.linkedin.com/in/joseluis3d



PROFILE

Hi,

My name is José Luis Estefanía. I was born and currently live in Barcelona, Spain. After 20 years in the industry, I've had the opportunity to work on a wide range of projects—including feature films, commercials, games, and TV series—across both photorealistic and stylized/cartoon styles.

I'm a versatile artist with experience in many 3D departments, specializing in Lighting and Lookdev. Recently, I've incorporated a variety of AI tools and techniques into my workflow, allowing me to stay at the forefront of emerging technologies.

For more information and examples of my work, please visit my website: www.pepeplanet.com. There you'll find my photorealistic reel, my stylized/cartoon reel, an AI reel, still under construction, my CV, and contact details.

Thanks!



EXPERIENCE

2026

AI / CG ARTIST

Gazpacho Studio

Magnific AI, Comfyui, Weavy, Astra
Commercials.

Responsibilities: Full creation of AI shots with and without CG guidance. Editing.

May 2024 - Dec 2025

LIGHTING TD / LOOKDEV ARTIST

Passion Pictures

Maya-Arnold-Nuke
Commercials and Game cinematics.

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Comp and Slap comp.

Jan 2023 - Apr 2024

LIGHTING TD / LOOKDEV ARTIST

DNEG

Clarisse-Solaris-Nuke
Feature films and TV series: Borderlands, Gen V, Abigail, The Strangers chapter 2, Fighter....

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Sep 2020 - Dec 2022

LIGHTING TD / LOOKDEV ARTIST

Passion Pictures

Maya-Arnold-Nuke
Commercials and Game cinematics.

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Comp and Slap comp.

Mar 2020 - Aug 2020

LIGHTING TD / CROWD ARTIST

Cubica vfx

Maya-Arnold-Golaem
TV Series: Amazon's El Cid

Responsibilities: Crowd Artist. Key Lighting shots and rendering multipass exr. Slap comp.

Oct 2019 - Jan 2020

LIGHTING TD / LOOKDEV ARTIST

Passion Pictures

Maya-Arnold-Nuke
Commercial: Meerkats

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.



EXPERIENCE

Jul 2019 - Sep 2019

LIGHTING TD / LOOKDEV ARTIST **El Ranchito vfx**

Maya-Vray-Nuke

TV Series: STAR WARS the Mandalorian

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Jan 2019 - Jun 2019

LIGHTING TD / LOOKDEV ARTIST **Cubica vfx**

Maya-Arnold-Nuke

Feature film: IT chapter 2

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Oct 2018 - Dec 2018

LIGHTING TD / LOOKDEV ARTIST **Passion Pictures**

Maya-Arnold-Nuke

Commercial: What would be christmas without love

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Mar 2018 - Jul 2018

LIGHTING TD / LOOKDEV ARTIST **El Ranchito vfx**

Maya-Vray-Nuke

Feature film: Superlopez

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Dec 2017 - Feb 2018

LIGHTING TD / LOOKDEV ARTIST **Passion Pictures**

Maya-Arnold-Nuke

Commercial: Intuit giant

Responsibilities: Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Sep 2017 - Dec 2017

LIGHTING TD / ENVIRONMENT ARTIST **Post23 animation studio**

Maya-Arnold-Photoshop-Mari-Nuke

Commercial: Audi

Responsibilities: Model- Lookdev assets and environments. Key Lighting shots and rendering multipass exr. Slap comp.

Oct 2016 - Jul 2017

LIGHTING TD / 3D GENERALIST **Lamppost vfx**

Maya-Vray-Photoshop-Mari

Feature film: Down a dark hall

Responsibilities: Model, Texture and Lookdev assets. Key Lighting shots and rendering multipass exr.

May 2016 - Aug 2016

LIGHTING TD / 3D GENERALIST **Glassworks**

PfTrack-Maya-Arnold-Photoshop-Mari-Nuke

Commercial: Budweiser

Responsibilities: Particle fx artist. Key Lighting shots and rendering multipass exr.



EXPERIENCE

Feb 2016 - May 2016

LIGHTING TD / 3D GENERALIST **Glassworks**

Maya-Arnold-Photoshop-Mari

Feature film: A monster calls

Responsibilities: Texture and Lookdev assets. Key Lighting shots and rendering multipass exr.

Jan 2016 - Feb 2016

LIGHTING TD / 3D GENERALIST **Furia digital vfx**

PfTrack-Maya-Golaem crowd-Vray-Arnold-Nuke

Commercial: Nestle

Responsibilities: Texture and Lookdev assets. Key Lighting shots and rendering multipass exr.

Oct 2015 - Dec 2015

LIGHTING TD / 3D GENERALIST **Glassworks**

PfTrack-Maya-Arnold-Photoshop-Nuke

Commercial: Budweiser

Responsibilities: Tracking live action plates. Texturing and Lookdev assets. Key Lighting shots and rendering multipass exr. Slap comp.

Jan 2014 - Jul 2015

LIGHTING TD / 3D GENERALIST **El Ranchito vfx**

PfTrack-Maya-Vray-Photoshop-Mari-Nuke

Feature film: Warcraft

Responsibilities: Tracking live action plates. Texturing and Lookdev assets and environments. Key Lighting shots and rendering multipass exr. Slap comp.

PfTrack-Maya-Vray-Photoshop-Mari-Nuke

Feature film: Anacleto, agente secreto

Responsibilities: Tracking live action plates. Texturing and Lookdev assets and environments. Key Lighting shots and rendering multipass exr. Slap comp.

Maya-Vray-Photoshop-Mari-Nuke

TV Series: Cosmos, a space time odyssey

Responsibilities: Texturing and Lookdev assets and underwater environments. Key Lighting shots and rendering multipass exr. Slap comp.

Sep 2013 - Dec 2013

LIGHTING TD / 3D GENERALIST **Fassman vfx**

PfTrack-Maya-Vray-Photoshop-Mari-Nuke

Feature film: Aloft

Responsibilities: Tracking live action plates. Texturing and Lookdev assets and environments. Key Lighting shots and rendering multipass exr. Slap comp.

Oct 2012 - Aug 2013

LIGHTING TD / 3D GENERALIST **Furia digital vfx**

PfTrack-Maya-Golaem crowd-Vray-Nuke

Commercial: AT&T

Responsibilities: Tracking live action plates. Crowd creation and animation. Texturing and Lookdev assets and environments. Key Lighting shots.

PfTrack-Maya-Vray-Nuke

Commercial: Royal caribbean

Responsibilities: Tracking live action plates. Texturing and Lookdev assets and environments. Key Lighting shots.



EXPERIENCE

Apr 2012 - Aug 2012

LIGHTING TD / 3D GENERALIST

Cubica vfx

PfTrack-Maya-3DLight-Nuke

Feature film: Mama

Responsibilities: Tracking live action plates. Lighting and rendering particles (snow) and assets. Final comp.

Oct 2011 - Mar 2012

LIGHTING TD / 3D GENERALIST

Furia digital vfx

PfTrack-Maya-Vray-Nuke

Commercial: Audi A4 and Absolut vodka

Responsibilities: Tracking live action plates. Texturing and Lookdev assets and environments. Key Lighting shots.

Jan 2011 - May 2011

LIGHTING TD / 3D GENERALIST

Motion Pictures

Maya-Mental ray-Real flow-Toxik

TV Series: Glumpers

Responsibilities: Lighting shots. Real flow fx. Final comp.

Nov 2010 - Dec 2010

LIGHTING TD / 3D GENERALIST

Full animation

Maya-Mental ray

Commercial: Kellogs coco pops

Responsibilities: Key Lighting shots.

Sep 2007 - May 2010

3D GENERALIST

Gigames

Maya-Photoshop

Head of games artistic department.

Jan 2001 - May 2007

3D GENERALIST

Lion Toons

Maya-Photoshop-Combustion

Cartoon TV series.

Jan 1997 - Jun 2000

3D GENERALIST

Catalonia Firefighters academy

Photoshop-Softimage

Producing and editing learning resources for Catalonia's government.

Jun 1995 - Jun 1997

AVID EDITOR

Andromines postproduction boutique.



EDUCATION

At present

LIGHTHOUSE AI ACADEMY

Professional Master for Generative AI in ComfyUI

FXPHD, GNOMON AND MANY OTHERS

On line cg courses and tutorials

1999 - 2001

MAYA

Idep Barcelona

1995 - 1996

CINEMA EDITING MASTER

ESCAC Barcelona

1992 - 1995

DESIGN AND VISUAL ARTS CERTIFICATE OF HIGHER ED. (FP2 IMAGEN Y SONIDO)

Escolapis de Sarriá (Barcelona)

1991 - 1992

GENERAL CERTIFICATE OF EDUCATION (COU)

Escolapis de Balmes (Barcelona)