



PABLO DIAZ DE LEON HICKS | CG Generalist Specialized in 3D Animation & Previs

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PROFESSIONAL EXPERIENCE

CG ANIMATOR AND PREVIS ARTIST (Internship) | Proof Inc | May – Aug 2023 and May – Aug 2024

- 2024: Executed character, environment, and creature animations, as well as basic lighting, shading, and VFX to create 3D Previs sequences for **Netflix's** upcoming **Stranger Things - 5**.

- 2023: Executed character, environment, and vehicle animations, establishing shots, shot layouts, basic lighting, shading, and VFX to create 3D Previs and Techvis sequences for **Disney's** upcoming **TRON: Ares**.

- Worked with Unreal Engine, Autodesk Maya, Nuke, ShotGrid/Shotgun, Perforce.

CG ANIMATOR (Full-Time Apprenticeship) | Technicolor Creative Studios | Mar – May 2022

- Executed realistic character, creature, and body mechanics animations aimed for CG and live-action films.

Utilized industry-standard software and tools through TCS Academy's Animation for VFX Certificate program.

- Worked with Linux Operating System, Autodesk Maya.

DIRECTOR - ANIMATION LEAD - VFX LEAD (Internship) | Ploop VFX Studios | Aug - Dec 2021

- Directed and produced a VFX-heavy live-action short film with a team of 22 artists. | vimeo.com/713817405

- Worked with Vicon's Blade (Motion Capture), Motion Builder and Unreal Engine (Layout, Previs), Quixel Megascans, Maya (Animation, Rigging, Modeling), Substance Painter, V-Ray (Rendering), Nuke and After Effects (Compositing).

3D ANIMATOR | Mighty Animation | Jun 2021 – Aug 2022

- Executed character, creature, environment, and vehicle animations on 100% Wolf and FriendZSpace (Series from Flying Bark Prods.). **Full-Time** Junior-level (Jun-Sep '21), Intermediate (Dec '21-Aug '22) *With a hiatus for graduation and thesis from Sep-Dec 2021. Worked with Maya, Studio Library, animBot, ShotGrid/Shotgun, G-Suite.

PRODUCTION MANAGEMENT (Internship) | Mighty Animation | Feb - Jun 2021

- Assisted production management team in all departments (Layout, Rigging, Animation, VFX, Compositing).

DIRECTOR - PRODUCER - CG GENERALIST (Internship) | Cartoon Network LA | Aug - Dec 2020

- Directed and produced a 40-second TV spot with a team of 12 artists. Utilized Autodesk Maya (Layout, Animation, Rigging, Modeling), Substance Painter, Blender (Shading, Lighting, Real-Time Rendering VFX), After Effects, Photoshop and Premiere Pro. | vimeo.com/628869509 - [x.com/CartoonLA/status/] - facebook.com/watch/]

PROJECTS

THE BLUE STAG | 2023 Short-Film & 2024 VR Film

vimeo.com/826127382/0aa278c3f5

- Director, Previs Artist, CG Generalist & Animator

- Unreal Engine (Environments, Real-Time Rendering, VFX, Quixel's Megascans and Photogrammetry), Maya (Layout, Animation), Substance Painter, Premiere Pro

ROOSTER & TERRY | 2023 Student Short-Film

vimeo.com/893918187 - Password: **COCKFIGHT2023**

- Director, CG Generalist, Environment Artist & Animator

- Maya, Blender, Premiere Pro, After Effects, Photoshop

A BATTLE'S TOLL | 2021 Personal CG Short-Film

vimeo.com/532987473 - Director, Previs & CG Artist

EDUCATION

MFA-ANIMATION AND DIGITAL ARTS | USC - SCA

University of Southern California - School of Cinematic Arts
Los Angeles, CA, US | August 2022 - May 2025

BA - ANIMATION AND DIGITAL ART | ITESM

Monterrey Institute of Technology and Higher Education
Guadalajara, Jalisco, Mexico | Graduated Dec 2021

AWARDS

Jenkins-Del Toro Scholarship (**Guillermo Del Toro**, FICG, and JenkinsFoundation): x.com/RealGDT/status/

USC - SCA: Annenberg and Shriram Family Fellowships, Gene Autry and Pierre-Mary Cossett Scholarships.

SOFTWARE

- Maya
- Unreal Engine
- Blender
- Substance Painter
- After Effects
- Photoshop
- Premiere Pro
- Nuke
- MotionBuilder
- ShotGrid / Shotgun
- Perforce
- **Microsoft Office & Google Suite**

LANGUAGES

- **English** (Fluent) - TOEFL iBT 103/120 (C1)
- **Spanish** (Native)
- **Italian** (Conversational)

SKILLS

Resilience - Leadership - Enthusiasm - Social