

CESAR OCTAVIO GARCIA VEGA

Digital Compositor

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[Demo Reel](#) • [LinkedIn](#) • Vancouver, BC

Mexican Digital Compositor based in Vancouver, BC. I have been a compositor for 2 and a half years. I have some experience working on commercials and TV films, with a thrive to constantly enhance my skills. I enjoy working on live-action projects and I am eager to continue learning and improving myself every day.

Areas of Expertise

◆ Compositing	◆ Shading	◆ Rotoscopy
◆ Lighting	◆ Tracking	◆ 3D Modeling
◆ Render	◆ Clean Up	◆ Matchmove

Professional Experience

We Love Battle Entertainment (WeLAB) Digital Compositor (Freelance)

2023 – present

- In charge of various tasks, such as rotoscoping, tracking, clean up, matchmove, set extension, CG integration, such as creation of CG element models, shading, rendering and lighting.
- Contributed to the Canadian film industry by delivering visual content for Hallmark Channel productions, working for WeLAB.
- Collaborated extensively with creative teams to ensure the visual content met both the artistic vision and the production requirements.
- Executed advanced compositing techniques and applied software methods to enable seamless integration of digital elements into live-action plates.

Ool Digital Studio LRC (Lighting, Render & Compositor)

2022 – 2024

- Mid Lighting, Rendering, and Compositing Artist in charge of lighting and setting up scenes before moving to the rendering stage, followed by the final process of digital compositing for both live-action commercials and 3D animation.
- Managed different projects in parallel during high demand seasons for commercials in the Mexican television industry. Employing different software and techniques to create the various products required.

Ool Digital Studio LRC (Lighting, Render & Compositor)

2022 – 2022

- Junior Lighting, Rendering, and Compositing Artist in charge of lighting and setting up scenes before moving to the rendering stage, followed by the final process of digital compositing for both live-action commercials and 3D animation.
- Managed different projects in parallel during high demand seasons for commercials in the Mexican television industry. Employing different software and techniques to create the various products required.

Additional Experience

Waiter, Beertender and Salesman, Brasas, Tacos & Beer, 2024
Owner, Brewer and Salesman, 4 Reyes Casa Cervecera, 2021-2024
Project Management, Jovenes en movimiento, 2014-2017
Party Animator, CDC, 2016-2017

Education

Advanced VFX Compositing (Diploma)

Lost Boys|School of Visual Effects, Vancouver, Canada, March 2025

Modeling in Blender (Course)

VFX Academy, Guadalajara, Mexico, 2023

Technical Brewer

Academia Mexicana de Eno-Gastronomia, Guadalajara, Mexico, 2021-2022

Compositing in Nuke (Course)

VFX Academy, Guadalajara, Mexico, 2022

Master in Modeling and Animation with VFX specialization (Graduate)

COCO School, Alicante, Spain, 2018-2019

Bachelor of Animation and Digital Art (Graduate)

Instituto Tecnológico y de Estudios Superiores de Monterrey, Campus Guadalajara, Guadalajara, Mexico, 2017-2022

Technical Proficiencies

Operating Systems:

Windows and Linux.

Relevant Software:

The Foundry Nuke, After Effects, Boris FX Mocha, Boris FX Silhouette, PFTrack, ShotGrid, Maya, Blender, Arnold, V-Ray, Redshift, Cycles, EEVEE, MS Office, G Suite.

Languages

English (Advance)

Spanish (Native)

Hobbies

- Video games
- Dancing
- Cooking