

CESAR OCTAVIO GARCIA VEGA

Digital Compositor

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[Demo Reel](#) • [LinkedIn](#) • Guadalajara, Jalisco, Mexico

Digital Compositor with over 3 years of experience working in commercials and TV films. Skilled in live-action projects and eager to expand expertise in 3D animation. Committed to continuous learning and delivering high-quality storytelling.

Professional Experience

Crafty Apes (Vancouver, BC, Canada)
Digital Compositor (Intern)

2025 – 2025

- As an intern I was doing many tasks such as keying, screen replacement, clean up and huekeying.
- I was receiving constant feedback and training to improve my skills as an artist from different industry professionals during my practicum.

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 and many others 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.

Education

Advanced VFX Compositing (Diploma)

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

Lighting Technical Director (Diploma)

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

Modeling in Blender (Course)

VFX Academy, Guadalajara, Mexico, 2023

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:

Nuke, Katana, 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)