

ALEJANDRO GRASSANO

SENIOR LOOK DEVELOPMENT ARTIST
LIGHTING & COMPOSITING

CONTACT

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SUMMARY

- Senior Look Development Artist with 19 years of professional experience creating production-quality assets for live-action feature films, animated feature films, episodic animation and AAA games.
- Specialized in character and environment lookdev, surfacing, lighting & compositing.
- Extensive experience working with Maya, Arnold, Mari, Substance Painter and Nuke within international production pipelines,
- Contributed to internationally recognized productions including **Mortal Kombat 11**, **Love, Death & Robots**, **Adipurush**, **The Vast of Night**, **Resistance**, **Paper Birds**, **Gloomy Eyes**, **Condorito**, **Underdogs** and **Evergreen Hills**.

SKILLS

PROFESSIONAL

- Look Development
- Surfacing
- Hero Assets
- Lighting
- Compositing
- PBR workflows
- Stylized & photoreal pipelines
- Rendering

EDUCATION

- SCULPTURE COURSE**
Sotano Blanco
2009 - 2010
- ILLUSTRATION COURSE**
Sotano Blanco
2005 - 2006
- DIGITAL FX COURSE**
Escuela FX
2001 - 2001
- BACHELOR OF FINE ARTS**
Escuela de Bellas Artes
Manuel Belgrano
2000- 2005

PROFESSIONAL EXPERIENCE

LIGHTING & COMPOSITING ARTIST

GIZMO STUDIO | May 2026 - May 2026

- Delivered final shot lighting and compositing for the animated feature **Clash of Clans: Princess's Journey**, creating production-quality lighting using Maya and Arnold while integrating final images in Nuke.
- Collaborated with the Lighting Supervisor and production team to achieve the project's visual targets while meeting production deadlines.

SENIOR LOOK DEVELOPMENT | SURFACING | LIGHTING

SERU ANIMATION | Dec 2024 - Jan 2025

- Realized look development, surfacing, textures and lighting for a german animated teaser **Cocobanana**, creating production assets for stylized environments and props.
- Collaborated with Modeling and Art Direction to ensure visual consistency throughout the production.

SENIOR ENVIRONMENT SURFACING ARTIST

GIANT ANIMATION | Oct 2023 - Dec 2023

- Created production-ready surfacing, shaders and textures for hero environments and props on the animated series **Stories from Evergreen Hills**.
- Collaborated with Art Direction to establish the project's stylized visual language while ensuring consistency across assets and rendering requirements.

TOOLS

- Maya
- Substance Painter
- Mari
- Zbrush
- Nuke
- Arnold
- Photoshop
- 3DSMAX
- Redshift
- Xgen

LIVE-ACTION FEATURE FILMS

- ADIPURUSH
- THE VAST OF NIGHT
- RESISTANCE
- ADVENTURE FORCE 5

ANIMATED FEATURE FILMS

- CONDORITO
- UNDERDOGS

ANIMATED SHORTS & EPISODIC

- LOVE, DEATH & ROBOTS
- STORIES FROM EVERGREEN HILLS
- PAPER BIRDS
- GLOOMY EYES
- HEAD NOISE
- CLASH OF CLANS: PRINCESS JOURNEY
- LIL DICKY EARTH (MUSIC VIDEO)

AAA GAMES

- MORTAL KOMBAT 11

LANGUAGES

- SPANISH (NATIVE)
- ENGLISH (C1)
- ITALIAN (B2)

SENIOR LOOK DEVELOPMENT | SURFACING | LIGHTING NEKO PRODUCTIONS | Mar 2022 - Apr 2023

- Senior member of the Look Development team responsible for creating production-quality materials, shaders and textures for **Katatonik NFT**.
- Collaborated with Lighting, Modeling and Art Direction departments to establish and maintain the visual quality of characters and environments throughout production.

SENIOR CHARACTER LOOK DEVELOPMENT ARTIST TMEFX | Jun 2021 - Jan 2022

- Developed production-ready character look development for the live-action feature film **Adipurush**, creating high-quality materials, shaders and textures using Mari, Substance Painter, Maya and Arnold.
- Collaborated closely with modeling, grooming and lighting teams to establish the final visual appearance of hero characters while maintaining consistency across the production pipeline.

LOOK DEVELOPMENT & SURFACING ARTIST EPIX STUDIOS | Jun 2020 - Aug 2020

- Created look development, surfacing and texture work for the award winning animated short film **Head Noise**, producing production-ready materials that matched the project's artistic direction.

LOOK DEVELOPMENT | LIGHTING & COMPOSITING ARTIST ONER VFX | Apr 2019 - Jul 2019

- Developed production-ready look development for the live-action feature films **The Vast of Night** and **Resistance**.
- Created high-quality materials, shaders and textures using Maya, Arnold, Redshift and Mari, collaborating closely with CG Supervisors.
- Realized shot lighting and compositing to achieve the visual targets established for each production.

LOOK DEVELOPMENT | LIGHTING & COMPOSITING ARTIST 3DAR | Dec 2018 - Jan 2020

- Developed look development, surfacing and texture work for feature animation, immersive storytelling, commercials and live-action productions.
- Delivered look development work to the animated shorts **Lil Dicky**, **Addicted**, and **Grubhub** closely with compositing and art direction to achieve the desired visual style.
- Additionally, produced final shot lighting for **Lil Dicky** and **Adventure Force 5**, collaborating with the lighting and compositing teams to achieve the project's visual direction.
- Contributed to **Paper Birds** & **Gloomy Eyes** creating production-quality materials and surfacing for stylized assets.

SENIOR HARD SURFACE ARTIST NXA STUDIOS | Apr 2018 - Dec 2018

- Contributed to **Mortal Kombat 11**, creating high-quality hard-surface props, cosmetics and gears for a AAA production.
- Produced high and low-poly models, UV layouts, baked maps and physically based textures while collaborating with Lead Artists and Art Directors to meet visual and technical requirements for real-time production.

● **SENIOR LOOK DEVELOPMENT & SURFACING ARTIST**
ABLE & BAKER | Dec 2017 - Jan 2018

- Realized look development, surfacing and textures for the Netflix episodic **Love Death & Robots**, creating production assets for stylized environments and props.
- Collaborated with Modeling and Art Direction to ensure visual consistency throughout the production.

● **LEAD LOOK DEVELOPMENT | LIGHTING & COMPOSITING**
ARONNAX ANIMATION STUDIOS | Jan 2017 - Jun 2017

- Led the Surfacing Department during the production of the animated feature film **Condorito**.
- Created textures and shaders for Hero Assets.
- Collaborated with the Surfacing supervisor to ensure all the assets meet the quality requested for the project.
- Collaborated closely with the Layout and Modeling departments while contributing directly to hero assets.
- Additionally, contributed to shot lighting and compositing during production, supporting the final image quality and overall visual continuity.

● **LOOK DEVELOPMENT | LIGHTING & COMPOSITING ARTIST**
TRONCO | Sep 2014 - Jul 2015

- Executed look development, surfacing, lighting and compositing for TV commercials and advertising campaigns, creating production-ready materials and final imagery for broadcast and digital media.

● **LOOK DEVELOPMENT | LIGHTING & COMPOSITING ARTIST**
BITT ANIMATION | Jan 2015 - Aug 2015

- Developed look development, surfacing, shaders and textures for animated productions, creating production-ready assets for stylized characters and environments.
- Contributed to shot lighting, collaborating closely with Modeling and Art Direction to ensure visual consistency throughout the production.

● **LOOK DEVELOPMENT | LIGHTING & COMPOSITING ARTIST**
LE CUBE | Aug 2014 - Jan 2015

- Created look development, surfacing and lighting for high-end television commercials and advertising campaigns.
- Developed production-ready materials and shaders for stylized projects while collaborating directly with creative directors and production team.

EARLIER EXPERIENCE

- Lighting & Compositing - **Sinema VFX**
- Lighting & Compositing | Surfacing Artist - **Mundoloco CGI**
- Surfacing Artist - **Reino VFX**
- Senior 3D Artist - **Mobile Channels Company**
- 3D Artist - **Sabarasa Entertainment**
- 3D Artist - **Voon**
- Junior 3D Artist - **Artisticsoft**