

# ASIA RIVERA

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DIGITAL MATTE PAINTER ● VFX INDUSTRY ● ENV TD

## Experience

### Independent R&D / Professional Development

Montreal, QC. Apr 2023 – Present

- Dedicated period for upskilling in emerging generative workflows (ComfyUI, Midjourney, Runway) to augment creative iteration.
- \* Worked as Freelance DMP/Compositor for project "s.t.a.l.k.e.r." Film based on the videogame, led by Magid Metwaly from Visual Heights.
- Led end-to-end design and execution of a studio space renovation project.
- Submitted competitive entry for MINIHOME 2.0 architecture competition.

### Sr. DMP Artist

DNEG/Redefine - Montreal, Canada. Oct 2021 - Feb 2023 (1y4m)

- Created high-fidelity photorealistic 2.5D environments for major feature films.
- Executed complex camera projections in Nuke and propagated 2D assets across sequences for consistency.
- Mentored junior artists and provided technical guidance on DMP workflows, aligning with team leadership standards.
- *Key Project:* Glass Onion: A Knives Out Mystery.

### Digital Matte Painting Artist (Independent Contractor)

Animal Logic Studios (Vancouver) Ltd. - (Remote from Mexico City)

Jul 2021 - Sep 2021 (2m)

- Produced stylized and photorealistic artwork adhering to strict pipeline standards.
- Generated 3D setups for DMP projections, ensuring seamless integration with Lighting and Comp departments.

### Art Director (Independent Contractor)

Next Step Studios - California City, CA (Remote from Mexico City)

Dec 2020 - Jun 2021 (7m)

I collaborated with the core team of the documentary "The Log Lady", assuming various roles to bring the director's vision to life. Some of my responsibilities included:

- Collaborated with the director to translate ideas and the script into visual concepts for sequence and shot development.
- Script proofreading, made corrections, additions, and adaptations.
- Conducted research and development for sequences.
- Performed tasks such as shot ingestion, video trimming, editing, rendering, applying key lights, and color correction.

### Key Artist

The Mill Film - Adelaide, Australia. Mar - Sep 2019 (7m)

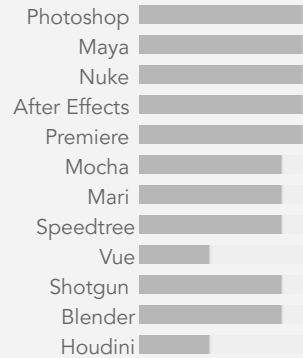
- Developed key environment shots for *Dora and the Lost City of Gold* using 2D/3D techniques.
- Handled full shot compositing including chroma keying, tracking, and rotoscoping in Nuke.

### Digital Matte Painter

ILP - Stockholm, Sweden. Mar 2018 - Aug 2018 (6m)

- Designed photo-realistic environments using Photoshop, Maya, and Nuke.
- Created 3D layouts and rendered passes specifically for DMP projection setups.

## Qualifications



## Expert in:

- Composition, light, color, perspective, photorealism, etc.
- CG passes, AOVs, 2.5D, projections, etc.
- 3d modeling, uv's, texturing, shading, rendering
- Compositing, tracking, color correction, integration.
- Deliver through pressure
- Deadlines
- Digital matte painting, photo-bashing

## Operating Systems

Mac OS, Linux and Windows

## Languages

- English 100%
- Spanish 100%
- French 40% (currently taking classes)

## Soft skills

- Organized
- Team player
- Asks for feedback
- Follows directions
- Self-motivated and positive
- Propositive

## Education

- Monterrey Institute of Technology and Higher Education - B. A. in Animation and Digital Art (2007-2012)
- Fxphd, Pluralsight, cgma, youtube

### Key Artist

The Mill Film - *Adelaide, Australia. Feb 2019 - Aug 2019 (7m)*

- Developed key shots, including photorealistic environments, using 2D and 3D techniques
- Executed composite shots with chroma keying, effects, tracking, and rotoscoping in Photoshop, Maya, and Nuke.
- Created complete 2D assets for seamless integration into entire sequences.
- Conducted comprehensive compositing work on full digital matte painting (DMP) shots.

### Compositor & Digital Matte Painter

Mr. X Inc - *Toronto, Canada. Dec 2015 - May 2017 (1y 6m)*

- Completed 20+ medium-to-large matte painting shots, including set extensions and landscape generation.
- Integrated tracking data, CG elements, and matte paintings for final shot compositing.
- *Credits:* The Shape of Water, Vikings, Girl Trip.

### VFX Generalist

Byg Studio - *Mexico City. Aug - Nov 2015 (4m)*

- Tracked shots, performed banner replacements, and executed effects for credits.
- Composite green screen shots with background assembly.
- Conducted color corrections, roto, and paint as needed.
- Contributed to 3D modeling, UV mapping, texturing, shading, and rendering.

### Digital Matte Painter

MPC - *Montreal, Canada. Feb - Aug 2015 (7m)*

- Rendered V-Ray environments in Maya incorporating 2D techniques for Viktor Frankenstein and Fantastic Four.
- Delivered establishing shots including landscapes, castles, and intricate set enhancements.

## Freelance Experience

### 2023

- Client: Magid Metwaly  
Developed matte paintings for film based on video game S.T.A.L.K.E.R.
- Client: multiple  
Performed photo retouching for various clients.

### 2020

- Client: Swiss AB  
Developed matte paintings for their projects.
- Client: Lovegevity  
Created voiceover, graphics, motion graphics and edited a series of explainer videos for their website.
- Client: Michel Vespasien  
Created a matte painting and delivered photo retouching for their projects.

### 2016 and earlier

- Client: Festival Francés de Acapulco  
Photography and video documentation, creation of graphic and web design
- Client: Belanova  
Art direction and graphics creator of music video "Y Todo Mi amor"
- Client: Jarritos  
Created all graphic material, tracking and motion graphics of commercial "Alebrije Monumental"

## Credits

[Glass Onion: A Knives Out Mystery](#) - Digital Matte Painter  
[Cello \(2023\)](#) - Digital Matte Painter / Comp artist  
[Dora and the Lost City of Gold \(2019\)](#) - Key Artist / Compositor  
[Krypton \(2018-\)](#) - Digital Matte Painter and Compositor  
[Carnival Row \(2019 - Present\)](#) - Compositor  
[The Machine](#) - Digital Matte Painter and Compositor  
[Vikings \(Season 4 and 5\)](#) - Digital Matte Painter and Compositor  
[Girl Trip \(2017\)](#) - Digital Matte Painter and Compositor  
[Bates Motel](#) - Digital Matte Painter  
[Escape from Mr. Lemoncello's Library \(2017\)](#) - Digital Matte Painter  
[Juego de Heroes](#) - Compositor  
[The Revenant \(2015\)](#) - Digital Matte Painter  
[Fantastic Four \(2015\)](#) - Digital Matte Painter and Compositor  
[Victor Frankenstein \(2015\)](#) - Digital Matte Painter and Compositor  
[El Principe \(Season Two\)](#) - Compositor and Background artist  
[The Salvation \(2014\)](#) - Compositor  
[The Popcorn Chronicles \(2014\)](#) - Compositor  
[Alice in Marialand \(2014\)](#) - Digital Matte Painter  
[After Earth \(2013\)](#) - Digital Matte Painter  
[2GUNS \(2013\)](#) - Digital Matte Painter and Compositor  
[Cinco de Mayo "La Batalla" \(2013\)](#) Digital Matte Painter and Compositor  
[House of Cards \(2013-\)](#) Digital Matte Painter and Compositor - GFX  
[El Baile de San Juan \(2010\)](#) OnSet Supervisor Assistant