

# IRENE ORTEGA SANZ

Senior 3D Layout artist and fixer.

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## PROFILE

Layout and Fixing Artist with **6 years of professional experience**. **Specialized in technical problem-solving** within the Previsualization department, with a senior-level profile and a strong focus on camera work, animation fixing, department documentation creation, narrative scene development and layout for visual effects. **Experienced across VFX, animation, 2D and 3D productions, both in Spain and abroad**, providing a 360° understanding of the layout department pipeline. Recently I've finished a qualifying Master's Degree in Education, enabling effective support in training and mentoring junior artists and students.

## PROFESSIONAL EXPERIENCE

### 3D fixer. Lightbox Studios, remotely.

april 2025 - now

Project: Tadeo Jones 4

- Detection of errors in production shots across previous departments (camera, modeling, animation, simulation, hair, cloth, etc.), and correction of all the issues related to the layout/scene comp department.
- As a senior artist, I'm responsible for resolving complex fixing tasks, producing detailed shot notes outlining technical and artistic issues, and participating in technical reviews and meetings in support of my lead.
- The scene comp team consistently received excellent feedback from production and direction, highlighting the high level of polish of the shots delivered to lighting and rendering.

### Senior Layout Artist. Blink Industries, remotely to London.

sep 2024 - nov 2024

Project: The Sunny Ridge 3 (Disney)

- Layout and previz.
- My greatest achievement with this series was gaining a **global understanding on how to execute a project that combined 3D backgrounds with 2D characters** and props, and then compositing them in **After Effects**. I learned how to optimize perspective for 2D characters, how to make 3D cameras work with 2D elements, and how to maintain very precise raccord in a series with many characters, environments, and action sequences.

### Layout supervisor. Nowake Studio, Tenerife.

mar 2024 - may 2024

Project: Poupelle (anime)

- I **supervised the layout department of the film from its beginning**, working closely with the animation director and the director, who was based in Japan. We managed to coordinate effectively without a formal pipeline, using Dropbox for asset and shot management.
- In addition to supervising the department I was the only layout Artist, creating all layout shots, including **camera work, proxy modeling, animation blocking in twos, and the integration in After Effects**. The project was eventually transferred to another Japanese studio due to budget disagreements.

### Senior Layout Artist. Jellyfish Pictures, London. On-site and remotely.

oct 2022 - feb 2024

Projects: The Twits (Netflix), Nautilus (Amazon), Wolf King (Netflix).

- At Jellyfish, I worked on both cartoon and live-action (VFX) projects, under the direction of three different supervisors.

- On the series Nautilus I was the first artist to join the team and, together with the supervisor, implemented the **Universal Scene Description (USD)** system into the department's pipeline.
- On that project, I was responsible for both Previz and Layout for VFX, creating full CGI cameras, setting ship speeds and animating in blocking, among other tasks.
- On The Twits, a Roald Dahl universe film for Netflix, I worked as a technical layout artist, **focusing on scene problem-solving, continuity, and providing technical review passes**. I also contributed significantly to set dressing for this project.
- Wolf King was a cartoon project where I participated briefly to provide support, creating previz for full scenes using the **camera sequencer**.

**Layout Artist. MPC Film, London.** On-site.

nov 2021 - sep 2022

Projects: Disenchanted and Snow White (Disney)

- In both projects I was able to further develop my Layout skills in a more technical way, focusing on identifying and resolving issues in scenes, animation, modeling, cameras, and more, while **working with roto-animation, scanned environments, plates, and visual effects**.

**Layout Artist for cartoon projects. 3Doubles Productions, Tenerife.** On-site.

mar 2019 - nov 2021

Projects: Inspector Sun (3D film), Winnipeg, seeds of hope (shortfilm), The Brownies (tv series), MoMonsters (preeschool series, Clan TVE).

- I started my career as a Layout Artist, first with Momonsters, a children's cartoon project where I learned to navigate an animation pipeline and create **cameras with narrative sense and timing**. I then worked on a short film, a pilot for a children's series and Inspector Sun, the first feature film of my career. On Inspector Sun I improved my skills in creating **previz for complete sequences**, including aerial shots and high-action scenes.

## EDUCATION

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**Master's Degree in Secondary Education Teacher Training**, with a specialization in Media Processes and Communication (covering Secondary, Baccalaureate, Vocational Training, and Language Education).

2025

**Advanced Animation Course** (900 hours), Trazos, School of Visual Arts, Madrid.

2017 - 2019

Bachelor's Degree in **Audiovisual Communication**, Rey Juan Carlos University, Fuenlabrada.

2013 - 2017

## SOFTWARES AND TOOLS

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- **Maya**: advanced level
- **Shotgrid**: advanced level
- **Premiere**: advanced level
- **Nuke**: beginner level
- **After Effects**: medium level
- **Linux**: advanced level

## LANGUAGES

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- **English (Advanced - C1)**
- Native spanish