

Hector Espinosa de los Monteros

hector.esmoar@gmail.com | +1(778) 836-1278 | Vancouver, CA

Linkedin: <https://www.linkedin.com/in/hesmoar/> Github: <https://github.com/hesmoar>

WORK EXPERIENCE

ICON Creative Studio

Jan 2023 - Dec 2024

Sr. Production Coordinator

Vancouver, Canada

- Coordinated Lighting Render & Compositing, and FX departments on a two-season show.
- Successfully delivered 70 episodes on time.
- Managed and maintained up-to-date task tracking and organization in Shotgrid (now Flow Production Tracking).
- Collaborated with producers and supervisors to strategize and monitor progress, ensuring timely and high-quality deliverables.
- Fostered a safe, supportive environment by promoting open communication within teams and across departments.
- Led cross-department communication to ensure alignment and effective collaboration throughout production.
- Oversaw the dailies room, managing revisions and notes with the Art and Animation Directors.
- Scheduled and organized meetings to ensure all parties remained aligned and on the same page.
- Designed and implemented tools to streamline production coordinator tasks and improve overall workflow efficiency.

Mighty Animation Studio

Sept 2020 - Jan 2023

Pipeline and IT Coordinator | Nov 2021 - Jan 2023

Guadalajara, Mexico

- Acted as a vital communication link between departments and the Pipeline/IT Team.
- Coordinated the maintenance and implementation of the necessary pipeline tools and IT infrastructure for 8 simultaneous projects
- Conducted interviews for aspiring Pipeline Support and Pipeline developer candidates.
- Led onboarding process for Pipeline and IT departments
- Led communication with clients and vendors to ensure smooth workflow and pipeline implementation across studios.
- Prioritize and track tasks for the pipeline and IT department alongside the studio CG Supervisor, Heads of Studio and Head of Production.
- Provided technical support to artists, Supervisors and production teams.
- Planned IT maintenance alongside Head of IT, ensuring productions kept moving along.

Production Coordinator | Sept 2021 - Jan 2022

- Coordinated a team of 10 people for the 3D rigging department for the project 100% Wolf Season 2
- Conducted interviews alongside the head of department and supervisor.
- Coordinated the start of the project and workflow implementations with the Supervisor, Head of Department, Pipeline Department and Clients
- Ensured data was updated in Shotgrid.
- Planning of tasks for the rigging department based on client and Layout and animation department needs.

3D Compositing Artist | Sept 2020 - Apr 2022

- In charge of full 3D Compositing for the animated series: FriendzSpace
- Integrate 2D FX into the 3d Scenes
- Creation of Motion Graphic elements using After Effects
- Created Macros to optimize the workflow in Blackmagic Fusion

Demente Animation Studio

Sept 2020 - Jul 2021

Ink and Paint Supervisor | Sept 2020 - Jul 2021

Guadalajara, Mexico

- Supervised the ink and paint team specifically for the paint process for a full feature film and a 2d series teaser.
- Coordinated a team of 30 remote artists, assigned tasks based on priorities.
- Conducted daily revisions providing feedback to artists.
- Provided guidance, support in solving technical issues.
- Created tools to optimize the workflow of the department in Toon Boom Harmony.

Line Producer | Nov 2020 - Feb 2021

- In charge of leading a small/medium size team for the Polly Pocket Passport Adventures webseries
- Ensured the information was updated in Shotgrid.
- Communicated with Clients to ensure the artistic vision was achieved in a timely manner and within budget.
- Oversaw the project from Animatic to Final Delivery.

Metacube Entertainment and Technology

Feb 2019 - May 2019

Production Assistant | Month, Year – Present

Guadalajara, Mexico

- Assistant for the Production Coordinator, for the post-production process of the feature film "Day of the Dead"
- Helped solving technical, artistic and logistic issues for the rendering, compositing and editing departments
- Worked as the in-house assistant editor for the last parts of the process.
- Made final corrections in Compositing and solved Render issues.

Production Assistant/ Coordinator | May, 2016 – May, 2017

- For the project "Day of the Dead" in the Character FX department, in charge of coordinating the team's tasks, and making sure the team reaches the deadline. I also helped the team with fixes so they can focus on the main shots that have to deliver on the next deadline. I have the responsibility of making sure the team has all the input they need from the animation department to start working correctly on the Cloth and Hair Simulation. Before been in the Character FX department I worked as a production assistant on the Animation Department, Working mainly on several fixes so the shots could go through the next process. Also had to keep close touch with foreign animators so they could have all the input they needed.

EDUCATION

Universidad del Valle de Atemajac

August 2016

Bachelor of Animation, digital art and Multimedia

Guadalajara, Mexico

- **GPA: 3.7/4.0**
- Tennis Team Representative, University Choir scholarship

CERTIFICATIONS, SKILLS & INTERESTS

- **Technologies:** Python, Maya, Shotgrid (Flow), Kitsu, Linux, 3D, 2D, Toon Boom, Nuke, Adobe suite, Google suite
- **Skills:** Creative Project management, Organization, Agile, Technical production, Communication, Leadership, Team Building.
- **Interests:** Music, Sports, cinema, board games