Harold Fandiño

Film Director · VFX Artist · Colorist

Film Director, VFX Artist, and Colorist with 9+ years of experience in film productions and video games. Skilled in directing creative teams, editing, compositing, and color grading. Proficient in CGI and virtual production using modern game engines. Seeking to deliver creative excellence and learning from new challenges in the entertainment and advertising industry.

Work Experience

Filmkraft, 2023 - Present
Editor, Colorist, VFX Artist, Recruiter - New York

Mamoncillo, 2022 - 2024
Mid. Compositing Artist - Bogotá

Polygonus, 2020 - 2022
Unreal R&D / VFX Artist - Medellín
Mid. Audiovisual Communicator
Video editor

Director, Editor, and Colorist, 2018 - 2022
Freelance - Bogotá

Growth & Venture Capital Jr. Director, 2020 - 2021
Utadeo Finance & Business Club - Bogotá

Outbound Customer Service Representative, 2020
Sitel Group - Bogotá

Events photographer, 2013 - 2018
Freelance - Bogotá

Teacher of Computer Systems & Technology, 2015
Sagrada Familia de Nazaret High School - Bogotá

Skills

Direction
Cinematography
Leadership
Compositing
Lighting
Color Correction
Cinematics
Edition
Screenwritting
Virtual Production

Software tools

Nuke
Davinci Resolve
Unreal Engine
Autodesk Maya
Houdini
Arnold
Renderman
Adobe After Effects
Adobe Photoshop
Python

Education

Film and Television BA, 2016 - 2019
Jorge Tadeo Lozano University

Leading People and Teams Specialization, 2023
University of Michigan

Houdini Cinematic Lighting, 2024
Rebelway

Nuke 3.0 Course, 2020 - 2021
Hugo's Desk™

Enterpreneurship Studies, 2020
Y Combinator

Mastering Color - Ollie Kenchington, 2019
Cinematic Masterclass - Philip Bloom, 2018
The Illumination Experience - Shane Hurlbut, 2017
Directing Motion Workshop - Vincent Lorafet, 2017
MZed

Styleframes - Zaoeyo, 2020
Main Title Design - Ash Thorp, 2018
Motion Design - Jorge Canedo, 2018
LearnSquared

Introduction to Autodesk Maya, 2019
Introduction to Substance Painter, 2018
Introduction to the UV Toolkit in Autodesk Maya, 2018
Efficient Cinematic Lighting, 2014
The Gnomon Workshop

NUK235 The Art and Science of Green Screen Keying, 2018
MYA310 Lookdev and Lighting with Maya and Arnold, 2016
VFX201 Visual Effects Foundations, 2015
VFX102 History of Visual Effects, 2014
FXPHD

Arnold for Maya - Matt Leonard, 2015
SphereVFX

Color Master Class for Nuke Compositors - Victor Pérez, 2013
CmiVFX

Languages

Spanish
Native



English
C1 - Advanced



Work and study certificates delivered upon request.

Webpage and reel

https://www.haroldfandino.com

Contact

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