

Pablo Saltiveri

Senior VFX Supervisor and Production Manager with 25+ years of experience in film, advertising, and real-time pipelines. Expert in leading distributed teams, optimizing workflows, and delivering high-quality visuals under tight deadlines, with a strong focus on compositing, Unreal Engine, and AI-driven production.

WORK EXPERIENCE

VFX Artist / 3D Designer

Dgenz.world

2023 - Present (remote) Samborondón, EC

- Create high-quality VFX and 3D visuals across multiple projects and platforms.
- Execute efficient workflows to meet deadlines and maintain consistency.
- Collaborate with teams to bring concepts to life through design and animation.
- Apply optimized pipelines to streamline production and delivery.
- Translate creative direction into polished, production-ready visuals.

VFX Artist

PUUR Media

Mar 2023 - May 2023 (remote) Samborondón, EC

- Volunteered as VFX Supervisor for Rod the Stormtrooper (Ep. 203–205).
- Created templates and tutorials to maintain visual consistency.
- Delivered complex compositing, including tracking, particle FX, screen replacements, and advanced rotoscoping.

VFX Supervisor - CEO

30 Segundos

2020 - 2023 Samborondón, EC

- Delivered all VFX shots on time and within budget.
- Supervised artists to ensure quality and timely execution.
- Implemented real-time mocap workflows in Unreal Engine.
- Led VFX for TV ads, covering motion graphics, compositing, sound, and 3D animation.

Film Director - CEO

Kinetika VFX

2002 - 2023 Samborondón, EC

- Pioneered post-production techniques in Ecuador and trained teams for greater efficiency.
- Introduced cloud-based 3D rendering, cutting delivery times nearly in half.
- Supervised/directed 300+ TV commercials for brands like Coca-Cola, Claro, Unilever, Ogilvy, and Adidas, leading projects end-to-end under tight deadlines.

Composer - Intern

UFO Films

2001 -2002 Burbank, US

- Led a team of 5 composers across 6 feature films.
- Improved efficiency by implementing streamlined compositing workflows.

PERSONAL INFORMATION

03/09/1979

Chilean

Samborondón, Ecuador

+593999483552

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<https://www.behance.net/pablosaltiveri>

<https://www.pablosaltiveri.com>

SKILLS

Software Skills

Nuke	●●●○○
Construct 3	●●○○○
Blender	●●●●○
After Effects	●●●●●
Unreal engine (Cinematic)	●●●●○
Premiere Pro	●●●●○
SynthEyes	●●●●○
3D Equalizer	●●●○○
Iclone	●●●●○
Character Creator	●●●○○
Illustrator	●●○○○
Photoshop	●●●○○
Davinci Resolve	●●●○○

Hardware Skills

Red Cinema Camera Operation	●●●●●
Mōvi Pro	●●●○○
Perception Neuron 3	●●●●○

EDUCATION

College Diploma in Digital Marketing | IGACD

📅 2024 - 2025 📍 Guayaquil, EC

Graduated with the highest academic grades in class and across the institute for the promotion cohort.

Nuke compositing | Udemey

📅 2022

Took many intermediate and advance courses for Nuke and Unreal Engine 5.

Reallusion

📅 2020

Took short courses with the help of Reallusion on different Mocap Techniques and usage in their software Iclone 7 and Character Creator.

Perception Neuron Training

📅 2020

Learn the usage and application of Mocap System PN3

Self Taught

📅 2010 - Present

Learned many diferent softwares using websites like Lynda.com, udemey and unreal engine academy, expanding my knowledge in new techniques and software like, SynthEyes, Unreal Engine 5, Nuke and Davinci Resolve.

AWARDS

Best Production House

Ecuadorian Association of Advertising Agencies (AEAP)

📅 2019

In the biggest advertising festival in Ecuador was awarded as the best production house in the country between more than 50 other companies.

Gold, Silver and Bronze "Condor"

Ecuadorian Association of Advertising Agencies (AEAP)

📅 2019

<https://www.youtube.com/watch?v=YAJJz2gAMXg&t=1s>
Awarded in 3 different categories for the TV spot "Robots".

LANGUAGES

🗨 Spanish
Native

🗨 English
Professional / C2 Level

🗨 French
A2 Level

MEMBERSHIPS

- Member of the Chamber of Audiovisual Industry of Ecuador.