

Oriol Reina

— FX ARTIST

Houdini FX Artist and Multimedia Engineer, specialized in simulations and effects for high-end film and TV. With a strong Motion Design background and a broad understanding of the CGI pipeline, I approach FX with a mindset that is both technical and artistic.



EMAIL

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WEB

oriolreina.com

BASED IN

Santa Cruz de Tenerife

WORK EXPERIENCE

FX Artist

Dec 2025 — Present

Atlantis Animation Santa Cruz de Tenerife, Spain

Messi and the Giants

FX Artist

Nov 2024 — Jul 2025

Brown Bag Films Dublin, Ireland

Dr. Seuss - Horton

3D Motion Graphics Artist

Feb 2024 — Nov 2024

Kosmos Barcelona, Spain

FX Artist

Jul 2022 — Jun 2023

Mikros Animation Montreal, Canada

Paw Patrol: The Mighty Movie

Thelma The Unicorn

3D Motion Graphics Artist

Dec 2018 — Sep 2021

Flop Work Barcelona, Spain

Visual Effects Artist

Apr 2019 — Aug 2020

Muchos Pájaros Producciones Barcelona, Spain

On-Set VFX Supervision and Post-production Compositing

3D Motion Graphics Artist

Dec 2017 — Sep 2018

Makers of Media Barcelona, Spain

Video Producer and Editor

Mar 2018 — Aug 2018

Telegim.tv Barcelona, Spain

Graphic Designer and Motion Graphics

May 2017 — Sep 2017

UPC Technology Centre Barcelona, Spain

SOFTWARE SKILLS

Houdini

Nuke

ShotGrid

Maya

Katana

DaVinci Resolve

Fusion

After Effects

Cinema 4D

Unreal Engine

Photoshop

EDUCATION

2025

Virtual production with
Unreal Engine

CIFO L'Hospitalet

2021 — 2022

FX Academy

Technicolor Creative Studios Talent

2019

Nuke for VFX Compositing

CIFO L'Hospitalet

2014 — 2018

Multimedia Engineering

Universitat Politècnica de
Catalunya (CITM)

2012 — 2014

Baccalaureate (A-levels)

Institut Pompeu Fabra Badalona

ADDITIONAL INFO

On-Set VFX Supervision
experience

Spanish and Catalan (Native),
English (C1)

Driving licence (With own
vehicle)