

Personal information

Name: Miguel Martínez
Birth: 1983
Home: Euskadi
Contact: [Mikel Martínez | LinkedIn](#)
[MKL — CGAI Artist](#)
Nationality: spanish



Academic training

- 2017** Introduction Course to Photogrammetry and its use in Heritage. University of Burgos
- 2011** Seminar on advanced visual effects VFX Tour in Bogotá
- 2008** Professional editing course with Final Cut in Editrain, Madrid
- 2007** Master's Degree in Digital Postproduction School CEV Madrid (Combustion, Shake, Maya)
- 2006** Degree in Audiovisual Communication Complutense University of Madrid
- 2004** Editing and production course at the CEV school in Madrid (Avid, Premiere)

Professional experience

- At the moment** I'm studying Houdini, ArchViz, and of course AI—ComfyUI is driving me crazy.... Always looking for new projects. Open to stable projects and contracts
- 2024-2025** HP and Asus Commercial
- 2023** CFX artist, cloth simulations and set up at Blue Wise studios for The life of our Lord (project cancelled)
- 2022:** CFX artist, cloth simulation and fix labors at DragonKeeper movie for Guardian de Dragones AIE.
- 2019-2021:** Mediamarkt IT Department
- 2013-2018** MKLinc own audiovisual services company in Colombia, camera, editing, 3D and Internet video streaming for the transmission of events, conferences and concerts with World-Television.
- 2011-2012** Camera and editing services for the EITB correspondent, Basque television in Spain (www.eitb.com) throughout South America.
- 2010** Transfer to Colombia. Creation of the MKLinc Audiovisual Production Company.
- 2006-2009** Production, editing and graphics assistant at UNED: for three years, making television programs at the National Distance Education University of Spain (www.canaluned.com) for broadcast on Spanish Television, TVE.

RESUME

Miguel Martínez Gago

2005 -2006

Internship as Camera Operator for Canal 23 in Madrid and Internship as Sound Technician at Radio Libertad

Software skills

3D:Maya as a native 3D program (MR, VR, Arnold).
Houdini Blender y ZBrush medium level.
Substance Painter, Speed tree, Fusion 360. D5 Render
Using Autodesk ShotGrid for remote work

Dynamics:Maya ncloth, nhair
Houdini vellum

Photogrammetry:PhotoScan

Composition:After Effects y Fusion

2D:Photoshop, Illustrator. Anime Studio

Video editing:Premiere

Systems and networks:practical knowledge in basic system and network administration (Windows and Linux environments). Own homelab with server management, virtualization, and network storage.

Generative AI:experimentation with Artificial Intelligence tools and visual workflows. Use of ComfyUI and exploration of generative models for digital content creation and integration into 3D and video pipelines. I am also developing a personal website with AI, focused on showcasing demo reels, AI experiments, and video and 3D work. <https://mklinc3d.vercel.app/>

Reels

[MKL — CGAI Artist](#)

ArchViz



Dragonkeeper



CFX Reel



3D Reel



Other data

Equipment: Workstation.
Cámara Sony α 6300

English: high level spoken and written

Portuguese: basic level

Driving license: B. Availability of mobility.

RESUME

Miguel Martínez Gago

Title PER (Recreational Boat Skipper)

Hobbies: Cinema – Reading – Traveling – Tennis – Cycling – Cooking and baking...