



LEONARDO MANDUCA

**LIGHTING ARTIST |
COMPOSITOR**



About me

Italian 3D artist with a strong passion for visual storytelling, animation, and art across different mediums. International experiences and multicultural environments shaped my adaptability, creativity, and collaborative mindset. I thrive in team-oriented productions, enjoy taking initiative, and continuously seek artistic and technical growth.

EDUCATION

L'IDEM Creative Arts School (Spain)

Bachelor's Degree in 3D art
2021-2025

Liceo Statale Pablo Picasso (Italy)

High School Diploma – Score: 100/100
2016 – 2021

Colegio Guillermo León Valencia (Colombia)

One-year cultural exchange
2019 – 2020

I.C.I International Communications Institute (Japan)

Cultural exchange program
2018

SOFTWARE

3D & Sculpting

Maya, ZBrush, Blender

Texturing & Lookdev

Substance Painter, Adobe Suite

Rendering & Compositing

Nuke, Marmoset, Adobe Premiere,
Arnold, Renderman, 3DS Max

Engines & Simulation:

Unreal Engine, Marvelous Designer

Production Tools

ShotGrid, Kitsu, Excel, Frame.io

LANGUAGES

Italian > Native

Spanish > Professional proficiency

English > Professional proficiency

French > Basic knowledge

EXPERIENCE

Feb 2025- present

Lighting Artist, Compositor & CFX supervisor Artist – Studio Rain

Lighting and compositing artist on a fully animated feature film for cinema, creating and refining key shots using Arnold for 3ds Max and Nuke.

Also responsible for cloth simulation for hero shots using Marvelous Designer and Blender, while supervising both CFX team and interns and supporting daily production workflows.

December 2025- April 2026

Lead lighting and compositing artist – Pepito Produzioni

Working on look development for an upcoming medium-length film. Tasks include modeling assets, set dressing, lighting and compositing using Maya, Blender, and Nuke.

May 2025- December 2025

Freelance 3D Generalist – Pepito Produzioni

Contributed across multiple areas of the CG pipeline for an upcoming medium-length animated film for RAI. Responsible for cloth simulations, prop modeling, and the integration and optimization of background assets from 3ds Max to Blender.

March 2024 – June 2024

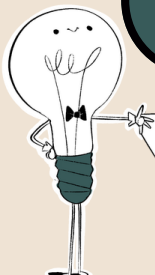
3D Lighting Intern – Studio Rain

Internship focused on lighting environments and characters for animation pipelines. Assisted in rendering tests and light setups.

2021 – Present

AFS Volunteer (American Field Service)

Organized cultural exchange events and supported international students in adapting to local environments



CONTACTS

Leonardo Manduca



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leonardo.manduca02@gmail.com

