

Henrique Lorenz Rente

Technical Virtual Production Operator & Unreal Engine Artist

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Bridging physical production and real-time computer graphics, I am an In-Camera VFX specialist with extensive expertise in LED volumes, Unreal Engine environments, pre-visualization, and virtual cameras. With experience across numerous Netflix and Amazon projects, I work closely with production teams and DPs to integrate Virtual Production workflows seamlessly on-set, maximizing creative flexibility through an intuitive, efficient, and familiar set experience within virtual production stages.

2025 - 2026 Vancouver, Canada	Lead Unreal Engine Operator at Pixomondo Netflix's Carrie Time Out (feature) Star Trek Starfleet Academy & Strange New Worlds The Altruists Animal Control Wildcards Toyota Sony SAP PWC - Welcomed 14 productions at Pixomondo's permanent LED stage on the West Coast of Canada within its first year of operation, leading its day-to-day operations - Instructed at the Virtual Production Vehicle Process Workshop held for CSC, IATSE 891 and ICG 669 members - Collaborated closely with Directors, DPs and production teams from pre-visualization and asset creation to the shoot day, integrating LED Volume workflows with on-set camera, lighting and sound departments - Created and lit real-time environments in Unreal Engine, employing extensive performance budgeting and innovative workflows (DLSS, Gaussian Splatting) to deliver high-quality, stable environments - Implemented the AKIRA platform on its first commercial project, a groundbreaking motion base and pre-visualization ecosystem for complex motion-matching and automation of vehicle process shoots
2022 - 2025	Unreal Engine Technical Director, freelance
2024 - 2025 Vancouver	In-camera VFX Technical Direction for Scarab Digital – Fire Country S03 Alert: Missing Persons Unit Developed and directed the deployment of Scarab's ICVFX services; trained to operate Pixera servers
2023 São Paulo	Netflix's Senna - Unreal Engine Telemetry Plugin Developed a bespoke tool integrating Unreal Engine and PRS Racing Simulator actuators, syncing virtual background movement in an LED volume with F1 replicas on motion platforms
2023 Osasco	WG24 - SAMBA Eventos & Bradesco Co-developed and operated an LED stage with live set extension for a live-streamed weeklong corporate event
2022 São Paulo	Concert Visuals for Drops + Nívea Soares' live performance Set-dressing, lighting and rendering in Unreal Engine for synced concert visuals
2022 - 2023 São Paulo	Unreal Engine Technical Artist at Estúdios Quanta Anderson Spider Silva The Rogue's Trial Nissan Rio2C - Assisted in the development of Brazil's premier LED stage, implementing Quanta's Perforce Helix Core infrastructure and ICVFX pipeline as primary Unreal Engine (UE) technician - Led pre-visualization operations implementing Vcam, real-time mocap (Optitrack) and Unreal Engine - Helped secure participation on Brazil's largest media production ever (Netflix's Senna) by implementing Netflix's color calibration and genlock standards - Set-dressing and optimization of environments and assets in Unreal Engine
2022 - 2023 São Paulo	Assistant Professor at University of Hertfordshire - EBAC
2022 - 2023 São Paulo	Computer Graphics Intern at Fundação Padre Anchieta - TV Cultura
Skills	Unreal Engine Autodesk Maya Substance Painter ZBrush Adobe Suite Optitrack Vicon
Education	Bachelor of Arts in 3D Games Art and Design University of Hertfordshire, first class honors
Languages	Cambridge English C2 French B1 Speaking, C1 Listening - Francophone Mobility Program eligible