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## **Professional Summary**

Professional Summary I am a visual effects compositor based in Vancouver, B.C. My professional experience includes film, television, and advertisement. I have a strong artistic visual sense, as well as an eye for detail, light, and color. While the artistic aspect involved in being a compositor is what I enjoy the most, I am technically oriented and always find it a satisfying challenge to come up with elegant solutions to various comp problems. My past experience working as a 3D generalist has also given me a solid background in CG. You will find that I am self-motivated, team driven, and accustomed to tight deadlines.

## Skills

Primary Skills Compositing 2D/3D/DEEP | Keying | Look Dev | Paint-out | 2D/3D Tracking | Particles

Secondary Skills Lighting & Rendering | Shading | Color Grading | Motion Graphics

# **Work Experience**

Oct 2023 - Feb 2024	SCHPARE	Scanline VFX	Compositor
Jan 2021- Sep 2023	DNEG	DNEG	Compositor
Jun 2021 - Dec 2021	weţa	Weta Digital	Compositor
Apr 2021 - Jun 2021	GMOSTVFX	Ghost VFX	Compositor
Sep 2020 - Dec 2020	weţa	Weta Digital	Compositor
Oct 2019 - Sep 2020	Ν	Method Studios	Compositor
Jan 2019 - Aug 2019	ie	Image Engine	Compositor
Dec 2018 - Jan 2019	<b>(/</b> )	CVD VFX	Compositor
Aug 2018 - Oct 2018	weta	Weta Digital	Compositor
Apr 2018 - Aug 2018	ie	Image Engine	Compositor
Nov 2015 - Apr 2018	C95A	CoSA VFX	Compositor
2014	B	'Broadcast' Post Production	Compositor
2011 - 2013		Snowball VFX Ltd	Compositor

#### Software

NUKE | Mocha | RV | Silhouette | After effects | Photoshop | 3DSmax | Maya | Vray | Boujou | Mudbox | Davinci

#### Education

2015 - Lost Boys | School of Visual Effects: Visual Effects Compositing Diploma

### Languages

English | Russian | Hebrew