ANTON ROMANOV

NUKE COMPOSITING ARTIST

CONTACT

- Remote / open to relocation
- LinkedIn: https://www.linkedin.com/in/archct/
- Email: archct3@gmail.com

CORE SKILLS

- Live-action / CG integration
- Invisible effects & cleanup
- Keying and rotoscoping
- 2D / 3D tracking workflows
- Shot continuity and finishing
- Remote production workflow
- On-set supervision basics

SOFTWARE

- Nuke / Mocha Pro
- 3DEqualizer
- Photoshop
- RealityCapture
- Houdini
- Unreal Engine 5

LANGUAGES

- English - B2
- Russian - Native

FOCUS

- Film, series and commercials
- VFX compositing pipelines
- Houdini / procedural graphics

Nuke Compositing Artist for Film, Series & Commercials

Compositing artist with around 4 years of experience in VFX production, focused on live-action / CG integration, advanced cleanup, keying, rotoscoping, 2D/3D tracking and shot finishing. Experienced in remote international workflows and comfortable working across feature film, series and commercial projects.

PROFESSIONAL EXPERIENCE

Middle Compositing Artist

Copenhagen Visual | Denmark / remote / 2025

- Integrated CG elements into live-action plates with attention to realism, continuity and shot-level polish.
- Handled keying and advanced cleanup tasks in a remote production pipeline.
- Worked with production notes and revisions while maintaining clear communication with the team.

Freelance Compositing Artist

Film, series and commercial projects | France, Serbia, Russia / remote / 2022-2026

- Delivered Nuke compositing for live-action VFX shots: cleanup, keying, CG integration, tracking and final comp.
- Adapted to different studio pipelines, project scopes and client requirements across multiple markets.
- Used 2D and 3D tracking workflows to support seamless integration and invisible visual effects.

Compositing Artist

Algous Studio | Russia / on-site / 2023-2025

- Worked on full CG and live-action compositing, including integration of rendered elements into plates.
- Performed keying, rotoscoping, cleanup and shot continuity work across production sequences.
- Supported on-set VFX continuity and data acquisition for smoother post-production workflows.
- Contributed to photogrammetry-based asset reconstruction and pipeline / workflow optimization.

SELECTED CAPABILITIES

- Strong Nuke-based compositing workflow for production shots.
- Cleanup and invisible effects for complex live-action plates.
- Matchmove-aware compositing using Mocha Pro and 3DEqualizer data.
- Understanding of CG passes, render integration, masks, grading and edge treatment.
- Ability to work independently on remote shots while keeping communication precise and concise.

EDUCATION & TRAINING

- Self-taught and industry-trained in VFX compositing and CG workflows.
- Rebelway - compositing and VFX / Houdini fundamentals.
- Mathematic.xyz for Matchmoving - advanced tracking techniques.
- Learn Houdini FX From Scratch — Houdini-Course.com, Christian Bohm
  Focus: SOPs, POPs, VEX, Vellum, RBD, FLIP, Pyro

Showreel and detailed project breakdown available on request.