Luke Hardisty

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**PROFILE**

I'm a compositor who’s comfortable working in a number of programs (Nuke/After Effects/Fusion) and working in Linux/OSX/Windows. I’ve been working with deep compositing, ACES workflow and cg multi pass EXR compositing on a daily basis for the past few years.

I also have knowledge of other programs such as Mocha, Maya, PFTrack and Adobe creative suite.

I've worked various roles with differing levels of responsibility from artist to taking the lead and being at the front of the project and have built up a lot of experience in busy film with tight deadlines.

**PERSONA AND TECHNICAL SKILLS**

A good eye for detail and realism

Strong problem solving abilities

Comfortable working to deadlines

Great interpersonal skills

Good ability to pull mattes from footage

Knowledge of 3d space in Nuke

Knowledge of Multichannel EXR workflow

Onset experience/Overall workflow

**EDUCATION**

National Film and Television School, Beaconsfield, UK................................. 2014-2016

Attending the school was the first step in taking my knowledge of post production and applying it to the film industry. I have gained a broad knowledge of visual effects production, including onset work, CG and compositing. We have completed modules in VFX Supervision, digital set extensions, motion capture, prosthetics and practical effects. Work at the school is centred around team work, facilitating close inter-departmental communications between VFX and producing, directing, cinematography and production design students.

Leeds College of Art and Design, Leeds UK……………………………………..............2006-2009

B.A. Hons. Design for Digital Media

**EMPLOYMENT**

**Compositor, Framestore,** Guardians of the Galaxy 2, Thor Ragnorok, Jungle Book **- Present**

Compositor, The Senate, Passengers, Kingsman 2…………August 2016 – January 2017

Compositor, Universal, Queen the European Tour, VR compositor……..........June 2016

Compositor, Okay Studio Beats by Dre – Prodigy the Firestarter...................May 2016

Tech Demonstrator, Red Giant Software.................................................... March 2016

Junior Compositor, MPC..................................................................................Feb 2016 - May 2016

Ikea, C4, Simple Cosmetics, Rexona, Virgin Trains, M&S, Huawei – Compositing, roto and cleanup.

Compositor, Unit9...................................................................................February 2016

Lexus/ABC commercial - Creating VR/ 360 video. Stitching and cleanup.

Compositor, Blink Ink.................................................................................January 2016

British Council – Shakespeare’s Caesar – Compositing, roto and cleanup.

GUI/VFX Artist at Reflections, a Ubisoft Studio.....................June 2013 - October 2013

Creating vfx for Ubisoft Reflections games currently in development for Xbox 360 and Xbox One.

Implementing changes to game via Perforce and managing time effectively. Worked on Just Dance 4, Watch Dogs, The Crew and Ubisoft TV.

Tutor in Film and Animation Btec at Prism Youth Project........March 2012 - June 2013

Teaching Btec in film and animation. Teaching young people animation and VFX.

VFX Artist at The Awakening Agency...........................................May 2011 – May 2012

Mograph Artist/Compositor at Prefix Studios...................February 2009 - March 2011

Working as a motion graphics artist and compositor, capturing footage onset using greenscreens to use for later keying and compositing in AE.

OTHER RELEVENT EXPERIENCE

• Recipient of BBC Scholarship for my masters (achieved distinction from RCA)

• Founder of projection mapping group and workshop (particular interest in VR and

interactive spaces).

• Interested in working with young people with emerging technologies.

• Have lived in several countries abroad so I’m happy to move for work

• Keen interest in photography having displayed in several

REFERENCES AVAILABLE ON REQUEST