

Extensive use of Nuke. (since 2006)

- Dealt with following products:
Nuke, Flame 8.5, Maya 2018.
- Film 2k/4k. Stereo 2K/4K (IMAX) feature experience – VR compositing.
- Advance knowledge of color space in film/video.
- Shotgun/Deadline - extensive knowledge.

PC, Mac, Linux

Film – Nuke

- Excellent knowledge of compositing workflow; directory structure, file formats, naming conventions, scripts, automation tools, automated dailies etc.
- Integrate separate live-action and computer-generated elements.
- Blue/green screen pulls, balancing and sometimes create shadow elements, color correction, wire & rig removal, roto, dust-busting, morphs, transitions, background replacement, day-for-night.
- Working with 2k/4k cin/dpx/exr files.
- Advance keying methods using IBK keyer and HSVtool(in Nuke) for solving very complicated keys.
- Seamlessly integrate 2D, 3D and live action elements with an eye for photorealism and a strong aesthetic sensibility.
- 3D Environment in Nuke (Projections - Project 3D, fbx files, and more)
- 3D camera tracker/ Lens distortion
- Plate clean-up.
- Create 3d camera from plates in Nuke. Inserting objects for very detailed camera matching. Inserting and solving locators for precise camera match.
- Basic Python scripting.
- Worked on native stereo or conversion of 2D to 3D plates. (feature film or 3D animation)
- Dealing with aspects of VR compositing

Teaching

Teaching Visual Effects - Compositing and Editing for Film and Television.

<ul style="list-style-type: none"> • Oct.2019 - present • March 2019 – Oct.2019 • November 2018 – March 2019 • April2016 – November 2018 • April2015 – April2016 • July2014 – present • July2014 – present • Nov2013 – Jan 2014 • Feb.2013 - Sept.2013 • Feb.2013 – Sept 2013 • Nov 2012 - Feb.2013 • Oct 2012 - Nov.2012 • Aug 2012 -Oct.2012 • Nov.2011 - August 2012 • Sept.2011 - Nov. 2011 • Feb. 2011 - August. 2011 • August. 2010 – December 2010 • August. 2010 – December 2010 • June. 2009 – August 2011 • April. 2010– June 2010 • Dec. 2009– April 2010 • Aug. 2009–Nov 2009 • March. 2009– June2009 • Sept. 2008 – Jan2009 • April. 2007 – Sept. 2008 • April. 2008 – May 2008 • Nov. 2007 – April 2008 • July 2007 – August 2007 • March 2007 – Mai 2007 • July 2006 – Dec2006 • April 2006 – July 2006 • Oct.2005 – Mars 2006 • Aug.2004 – Oct 2005 • April.2004 – Aug.2004 • Sept.2003 – April.2004 • Sept.2000 – Aug.2002 • Dec.1999 – Sept.2000 	<p>The Mill The Workshop Signal Space Lab Felix And Paul studios Mokko Animation UQAT College Inter-Dec Scarecrow VFX Fly Studio UQAT Prime Focus Vancouver Zoic Vancouver FrimaFX Quebec SolidFx Aardman Animation Digital Dimensions School of Visual Arts Dawson College Institute Grasset Pop 6 FAKE Studio NewBreeds Halogen Filmshop Intelligent Creatures Modus Fx Oblique Mr.X – Montreal Global Television – Montreal Mokko Studio – Montreal Studio Virtuel Concept IMAX Corp. – Toronto 3DVS – Ste-Adele VertigoXmedia – Montreal Global Television – Toronto Future Brand Hypermedia RGB Television Productions, Malta HBO Romania</p>	<p>Senior Compositor Senior Compositor VR Compositing Senior Compositor Lead Compositor Teaching Nuke - compositing Teaching (Photoshop) Compositor Compositor Teacher (compositing) Stereo Compositor Compositor Stereo Compositor Stereo Compositor Stereo Compositor Compositor Instructor(Visual Effects/Editing) Instructor(Visual Effects/Editing) Instructor (Visual Effects/Editing) Compositor Compositor Compositor Compositor Compositor Compositor / freelance Compositor Digital Artist Digital Artist Digital Artist Senior Digital Artist (Stereo) 2D/3D Designer Broadcast designer Broadcast designer Digital Artist 2D/3D Designer Broadcast designer</p>
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Certificates and Diploma:

- 2004 - Discreet Montreal – Flame 8.5/Inferno 5 Certificate of completion
- 1986 – 1989 – Popular School of Arts – Bucharest – Romania Diploma

Film Credits: <http://www.imdb.com/name/nm2465710/> ----- **demo reel :** <http://www.andreigheorghiu.com>