

MELILLO ALESSANDRO

NUKE COMPOSITOR

RESUME

A | M

EDUCATION

NukeX Compositing for Film and Commercial

ViFX - School of Visual Effects

The Foundry Certification.

Software: Nuke, Adobe Photoshop

2016

Master of Computer Graphics

Big Rock - Institute of Technologies

Autodesk Maya Foundation Certification.

Software: Autodesk Maya, Photoshop, After Effects.

2014

GitHub for Compositor/ Python for Nuke 101

Ben McEwan Online Course

2020

CompLair - The Next Level Course

Pedro Andrade Online Course for Lead/VFX Supervisor

2023

EXPERIENCE

Senior Nuke Compositor

One of Us

Compositing in Nuke for TV series and Movies

Dec 2021 - Aug 2023

Senior Nuke Compositor

JellyFish

Compositing in Nuke for TV series

Aug 2021 - Nov 2021

Digital Nuke Compositor

Framestore

Compositing in Nuke for advertising

May 2021 - July 2021

Digital Nuke Compositor

Frame By Frame

Roto/prep and compositing in Nuke for "My brilliant Friend" Season 2

Aug 2019 - Feb 2020

Digital Nuke Compositor

Framestore

Lookdev and compositing in Nuke for "The Terror: Infamy" ep. 5-6

Roto/prep and compositing in Nuke for advertising

May 2019 - July 2019

Digital Nuke Compositor

Electric Theater Collective

Roto/prep and compositing in Nuke for advertising

Mar 2019 - Apr 2019

Digital Nuke Compositor

Frame By Frame

Cleanup/prep in Nuke for "My Brilliant Friend" ep. 8

Prep and compositing in Nuke for "Noi siamo Venom"

Aug 2018 - Nov 2018

Junior Nuke Compositor

Analog Studio

Roto/prep and compositing in Nuke for advertising and video music.

Aug 2016 - Jun 2018

PROFILE

I'm Melillo Alessandro! I have always been interested in graphics and design, but also in informatics and computer games: all my passions evolved together in computer graphics. I am constantly curious and I keep updated as much as possible through tutorials and courses that let me acknowledge more skills in this field.

I am good with work in teams and open-minded to new ideas. For some years I had been tutor for high school and university students in mathematics science, so I am quite good with problem solving.

SKILLS

Nuke	
After Effect	
Photoshop	
DaVinci Resolve	
Maya	
Premiere	
Mocha	

Creativity	
Communication	
Motivation	
Organization	
Teamwork	

CONTACT

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