LUCIANO CEQUINEL
[VFX COMPOSITOR]

www.cequinavfx.com
lucianocequinel@gmail.com

[DEMO REEL]

www.vimeo.com/843680858
password: reel#2025

[SOFT SKILLS]

Communicative ● ● ● ● ● ● ● ● ● ● ★
Colaborative ● ● ● ● ● ● ● ● ● ● ★
Organized ● ● ● ● ● ● ● ● ● ● ★
Creative ● ● ● ● ● ● ● ● ● ● ★

[TOOLS]

Nuke ● ● ● ● ● ● ● ● ● ● ★
Mocha Pro ● ● ● ● ● ● ● ● ● ● ★
SilhouetteFX ● ● ● ● ● ● ● ● ● ● ★
Python ● ● ● ● ● ● ● ● ● ● ★

[LANGUAGES]

English ● ● ● ● ● ● ● ● ● ● ★

[PRESENTATION]

With 18 years of experience as a motion designer, I changed my career path to specialize as a VFX compositor in 2019, driven by my passion for creating immersive and captivating visual experiences. My dedication to excellence led me to pursue advanced education, becoming a certified Nuke Trainer through FXPhd and completing the prestigious Master of Light course by Victor Perez.
Additionally, I have been enhancing my Python skills to further strengthen my expertise and contribute more effectively as a Nuke and Hiero TD.

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[EXPERIENCE]

: NBFX | Portugal [Sept/ 2021 - present]
VFX Compositor & Editorial + Comp TD
+ Lead compositor responsible for creating look development and aesthetics for the team.
+ Managed all aspects of shots including chroma keying, matte painting, projections, and 3D integrations.
+ Technical Director responsible for developing and adapting Python scripts to connect to the internal database and integrate with ShotGrid (Autodesk Flow).

: O2 Filmes | Brazil [Jan/2019 - Sept/ 2021]
VFX Compositor
+ Managed all aspects of shots including chroma keying, matte painting, projections, and 3D integrations.

: Territory Studio | UK [March~April/2021]
VFX Compositor / Comp TD
+ Managed all aspects of shots including chroma keying, matte painting, projections, and 3D integrations.
+ Creating gizmos to control motion design elements to speed up compositing for other artists.

: Beenoculus VR Tools | Brazil [2018~2019]
VFX Supervisor & Lead VR Compositor
+ Developed the workflow and selected tools for a VR English course.
+ Collaborated closely with the Director and 3D Lead artist to establish the visual esthetic of the VR course.

: Boundary VFX | Canada [freelancer]
VFX Compositor
+ Managed cleanup and rotoscope tasks

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[EDUCATION]

: Master of Light - Victor Perez
A comprehensive exploration into the art and science of capturing images and reproducing light.

: FXPhd & Foundry Nuke Certified Trainer
Advanced training in Nuke compositing techniques, equipping professionals with the skills needed to become certified Nuke trainers.

: TD Academy | Python Advanced [2022]
Advanced Python training for Technical Directors, focusing on pipeline applications and empowering professionals to leverage Python in VFX, Animation, and Games.

: Tuiuti University | Brazil [2006 ~ 2010]
Social Communication - Radio and TV Production

: Bagozzi High School | Brazil [1998 - 2000]
Technical data processing/ Software development

OFFICIAL NUKE CERTIFIED TRAINER
fxphd   THE FOUNDRY

MASTER OF LIGHT