

SAURABH SOM

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Creative Professional | VFX Compositor

With over six years in digital compositing and lighting, I have a solid background in videography, photography, and video editing. I have a good understanding of filmmaking and visual effects, and I'm looking forward to expanding my skills in Python and C++ to improve workflow efficiency in VFX production.

EXPERIENCE

VFX Compositor | Dneg (Double Negative) | Sydney

July 2023 – Present

- Worked on "Furiosa – Mad Max Saga," collaborating with Leads and Comp supe to streamline workflow through automated Comp Templates and Look Dev setups.
- Mentored and trained junior artists, ensuring a high standard of work and fostering team cohesion.

VFX Compositor | Rising Sun Pictures | Adelaide

December 2022 – July 2023

- Worked "Ant-Man and the Wasp: Quantumania" and "Loki Season 2 – Disney +," including the development of tools for Miss Minute Facial Expressions.

VFX Compositor | MPC | Adelaide

September 2021 – December 2022

- Worked on multiple feature films, such as "Hocus Pocus 2," "Strays," "Thirteen Lives," "Secret Head Quarters," and "Crater," demonstrating expertise in look development and sequence setup.
- Multiple tasks like Full CG Compositing, Deep Compositing, FX integration, Set Extensions

VFX Compositor/Videographer | Freelance | Auckland

March 2020 – September 2021

- Worked on "Rings of Power", "Troll Bridge", "Hearts of Stone", "Shrouded Destiny".
- Full CG Shots, CG Integration, Crowd Multiplication, 2D Element Integration and Keying.

VFX Compositor | ReDefine - Dneg | Mumbai

March 2019 – March 2020

- Collaborated closely with supervisors to define creative and technical approaches, ensuring alignment with project goals.
- Worked on Feature Film "Brahmastra"

Stereo Roto and Prep | Prime Focus | Mumbai

Jan 2011 – June 2012

- Summer Internship later turned into Fulltime, execute precise roto and paint task across variety of complex shots, ensuring accurate depth maps and clean plates for stereo conversion process.
- Worked on "Transformer Dark of the Moon", "Ra. One".

EDUCATION

- Bachelor of 3D Animation and VFX, Media Design School, Auckland (April 2019)
- Bachelor of Media and Communications, Whistling Woods International, Mumbai (June 2013)

SKILLS

- Advanced proficiency in Autodesk Maya, Nuke X, and Photoshop
- Expertise in Arnold, Mocha Pro, Redshift, Shotgun, and Vray
- Beginner level of Python and C++
- Compositing and strong focus on photorealism
- Full CG Compositing
- Deep Compositing
- FX Integration
- Tracking and Projections | Roto and Prep
- Keying / Matte Extraction
- Strong leadership and mentorship abilities
- Exceptional creative and critical thinking skills
- Excellent communication and collaboration skills
- Proven track record of problem-solving and innovation

TEACHING

- I enjoy teaching and mentor upcoming artists and recent graduates through personalized sessions, focusing on project reviews and teaching compositing techniques. I've had the pleasure of mentoring students from the UK, India, and Malaysia. My main mode of communication with students are generally on Discord.

ACHIEVEMENTS

- Recognized as Rookie of the Year in 2020 and 2021 for outstanding contributions to visual effects.
- Demonstrated leadership and mentorship as an International Student Ambassador and Leader.

Interests

- Art
- Films
- Formula One
- Mental Awareness
- Photography
- Programming: Interested in expanding knowledge in Python and C++ to enhance technical skills and streamline workflow efficiencies in VFX production.
- Travel