

Falk Lude
Nürtingen, BW, Germany

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Citizenship: Germany
Visa status: Canadian PR

Profile

Falk is a VFX Compositor based in Nürtingen (nearby Stuttgart). He has worked more than 8 years as a VFX Compositor on several feature films and tv series from a junior role up to a leading role. He is familiar with all common compositing techniques such as full cg compositing, deep compositing, stereo compositing, matte extraction, colour grading, tracking, retouch, rotoscoping and stereo packaging. He has also worked three years as a 3d Generalist and was involved in the whole process of a CG production, from modeling to rendering and postproduction.

Professional Experience

VFX Compositor at Industrial Light & Magic, Vancouver Employed	February 2021 – now
VFX Compositor at Digital Domain 3.0, Vancouver Employed	October 2018 – January 2021
VFX Lead Compositor at Pixomondo, Vancouver Employed	July 2018 – October 2018
VFX Compositor at Digital Domain 3.0, Vancouver Employed	January 2018 – June 2018
VFX Compositor at Pixomondo, Vancouver Employed	July 2017 – January 2018
VFX Compositor at Pixomondo, Stuttgart Employed	April 2016 – June 2017
VFX Compositor at RiseFX, Stuttgart Freelance	February 2016 – March 2016
VFX Compositor at Pixomondo, Stuttgart Employed	February 2015 – October 2015
Compositor & 3D Generalist Freelance	July 2013 – March 2016
3D Generalist at Lightshape Employed	September 2010 – February 2013
Graphic Designer at Krüger & Ko. Internship	September 2009 – August 2010
3D Artist at Animotion Media Internship	September 2008 – November 2008

Education

Stuttgart Media University

Bachelor of Engineering (B.Eng.) in Audiovisual Media
Bachelor Thesis: OpenColorIO and the ACES workflow

March 2013 – January 2016

Macromedia

Media Designer (digital/print)

September 2007 – July 2010

Training and Workshops

- Training at RTT: DeltaGen-Basic
- Workshop CG-Society: Nuke 2D Compositing by Steve Wright
- Workshop CG-Society: Nuke 3D Compositing by Steve Wright
- Workshop CG-Society: Nuke Compositing for Feature Animation by Nick Deboar
- fxphd NUK309: Advanced NUKE & Digital Environments, Professor: Eran Dinur
- fxphd NUK306: Production Nuke Finishing, Professor: Alex Fry

Technical Skills

Skilled with Windows, Linux, Mac OS, The Foundry's NukeX, Fusion, After Effects, Autodesk 3ds Max, Autodesk Maya, MochaPro, V-Ray, Arnold, Python, Photoshop, InDesign, Illustrator, Premiere Pro, MS Office (Word, PowerPoint, Excel, Outlook)

Language

German (native), English (fluent), French (basic)