

Profile

Falk is a Vancouver based VFX Compositor. He has worked as a Nuke Compositor for CG and VFX Shots and is familiar with 2D and 3D Tracking, Keying, Rotoscoping, Retouch, Multipass Compositing, 3D Animation and Rendering, as listed below. He has also worked as a 3D Generalist and was involved in the whole process of a CG production, from modeling to rendering and postproduction.

City: Vancouver
Mobile: 1 (778) 867-0324
E-Mail: info@falk-lude.de
Web: www.falk-lude.de
Birthday: June 4th 1987

Education

Macromedia September 2007 – July 2010
 Media Designer (digital/print)

Stuttgart Media University March 2013 – July 2016
 Audiovisual Media
 Bachelor Thesis: OpenColorIO and the ACES workflow

Work Experiences

VFX Compositor at Pixomondo, Stuttgart and Vancouver April 2016 – now
 Employed

VFX Compositor at RiseFX, Stuttgart February 2016 – March 2016
 Freelance

VFX Compositor at Pixomondo, Stuttgart February 2015 – October 2015
 Internship

Compositor & 3D Generalist July 2013 – March 2016
 Freelance

3D Artist at Lightshape September 2010 – February 2013
 Employed

Graphic Designer at Krüger & Ko. September 2009 – August 2010
 Internship

3D Artist at Animotion Media September 2008 – November 2008
 Internship

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

Software Skills

NukeX	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	After Effects
MochaPro	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fusion
3ds Max	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Maya
Photoshop	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Python
VRay	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Windows
Mac OS	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Linux