

# Oliver Adranghi

## Compositor

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As a London based Compositor I am currently working in the VFX industry mainly on feature films. Over the last few years I have gained valuable experience with a variety of different software and have been fortunate enough to try every aspect of VFX production; originally starting off as a 3D artist before discovering a passion for Compositing. As a result I possess a strong working knowledge of the entire VFX pipeline.

**Software:** Nuke, Silhouette, After Effects, Houdini, Maya, Mudbox, PFTrack, Mocha and Photoshop.

## Industrial Experience

### **Compositor**

Cinesite, London, UK  
November 2014

- Night at the Museum: Secret of the Tomb (2014)

### **Compositor**

MPC, London, UK  
Sept 2014 – November 2014

- American Sniper (2014)

### **Compositor**

Cinesite, London, UK  
May 2014 – Sept 2014

- Maggie (2014)
- The Man from U.N.C.L.E. (2015)
- Hercules (2014)

### **Compositor**

Method Studios, London, UK  
April 2013 – May 2014

- Jupiter Ascending (2014)
- The Monuments Men (2013)
- The Hunger Games: Catching Fire (2013)
- Into The Storm (2014)

### **Freelance Compositor**

Saddington Baynes, London, UK  
Feb 2013 – March 2013

Freelance work on commercial and marketing productions.

### **Freelance Compositor**

Various Independent Film Studios  
Nov 2012 – Jan 2013

- The Page Turner (2013)
- The Underwater Realm (2012)

## **Education**

### **Bournemouth University (NCCA), Bournemouth, UK**

MA Digital Effects, Distinction

Sept 2011 - Aug 2012

- Furthered my skill set through studying high end 2D compositing and 3D animation systems and techniques.
- Explored footage and practical effect acquisition for VFX; gaining hands on experience with professional stills and video cameras, HDRI acquisition, green screen and practical lighting techniques.
- Other areas of learning included Linux shell scripting, Python, digital effects theory and practice, the principles of photo-realism, cinematography and mathematics for CG.

### **University of Kent, Canterbury, UK**

BSc Multimedia Technology And Design, First Class Honours

Sept 2007 - June 2011

- Studied the entire visual effects pipeline, including concept art, storyboarding, modelling, lighting, texture painting, shading, particles, dynamics, rendering and compositing.