

Profile

Falk is a VFX Compositor based in Vancouver. He has worked more than three years as a Nuke Compositor on several feature films and tv series from a junior role up to a sequence lead role. He is familiar with all common compositing techniques such as full cg 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.

City: Vancouver
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Web: www.falk-lude.de

Citizenship: Germany
Visa status: IEC Canada
 Open Work Permit

References

Eric Kasanowski

Compositing Supervisor - Digital Domain 3.0, Vancouver

kasanowski@d2.com

John Cairns

Compositing Supervisor - Pixomondo, Vancouver

johnjcairns@gmail.com

Falk Hofmann

Head of 2d - Pixomondo, Stuttgart

falk@kombinat-13b.de

Work Experiences

VFX Compositor at Digital Domain 3.0, Vancouver

Employed

January 2018 – now

VFX Compositor at Pixomondo, Stuttgart and Vancouver

Employed

April 2016 – December 2017

VFX Compositor at RiseFX, Stuttgart

Freelance

February 2016 – March 2016

VFX Compositor at Pixomondo, Stuttgart

Internship

February 2015 – October 2015

Compositor & 3D Generalist

Freelance

July 2013 – March 2016

3D Artist 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

Macromedia

Media Designer (digital/print)

September 2007 – July 2010

Stuttgart Media University

Audiovisual Media

March 2013 – July 2016

Bachelor Thesis: OpenColorIO and the ACES workflow

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