

BERND KOCH

MID-LEVEL NUKE COMPOSITOR

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Summary

Visual effects compositor for high-end television and feature film since 2021, with Nuke as my primary software. Skilled in CG set extensions, retiming and morphing plates, complex cleanup, deep compositing, particle systems, action element integration, and high-quality blue/green screen keying. Learning industry techniques early on shaped the way I approach complex shots, from problem-solving to workflow decisions.

Experience

Freelance, Mid-Level Nuke Compositor

Jul 2021 – present | On-site in Vienna

Projects: MIKA – Modern Times (music-video) • Shrouded Destiny (film) • You Eat Other Animals? (film) • [...]

ViennaFX, Mid-Level Nuke Compositor

Dec 2025 – Feb 2026 | On-site in Vienna

Projects: TBA (feature) • TBA (TV-series) • TBA (TV-series)

Echo FX GmbH, Mid-Level Nuke Compositor

Feb 2025 – Sep 2025 | Remote to Munich

Project: Cliffhanger (feature)

ViennaFX, Mid-Level Nuke Compositor

Sep 2024 – Feb 2025 | Remote to Vienna

Projects: Styrian madness (feature) • Woman of the Dead (TV-series)

VAST Pictures, Mid-Level Nuke Compositor

Feb 2024 – Jul 2024 | On-site in Vienna

Projects: The Rig - Season 2 (TV-series) • Chantal in Faryland (feature)

Goodbye Kansas, Mid-Level Nuke Compositor

Jun 2023 – Aug 2023 | Remote to Stockholm

Project: Shōgun (TV-series)

Baby Giant Hollyberg GmbH, Junior Nuke Compositor

Feb 2023 – Mar 2023 | Remote to Berlin

Project: Muawi (TV-series)

VAST Pictures, Junior Nuke Compositor

Sep 2022 – Dec 2022 | On-site in Vienna

Projects: Asteroid City (feature) • The Wonderful Story of Henry Sugar (film) • The Gryphon (TV-series)

Rise Visual Effects Studios, Junior Nuke Compositor

Aug 2021 – Aug 2022 | Remote to Stuttgart

Projects: Last Voyage of the Demeter (feature) • Babylon Berlin - Season 4 (TV-series) • Hawkeye (TV-series)

Screen Scene VFX, Trainee Nuke Compositor

May 2021 – Jun 2021 | Remote to Dublin

Education

CG Spectrum College, Advanced Nuke Compositing Diploma

Sep 2019 – Jul 2020 | Online mentorship

Software

Nuke • Mocha Pro • Silhouette • Autodesk Flow Production Tracking (formerly ShotGrid) • Ftrack • Adobe Photoshop • AfterEffects • Premiere Pro

Skills

Core technical strengths; CG/Live-Action Integration • Set Extensions / DMP Integration • Advanced Keying • 2.5D Projection • Multi-Pass Compositing • Paint/Cleanup • Roto/Prep • Atmospheric & Action FX Integration, such as smoke, dust, fire, blood • Plate Retiming & Stitching • AI & Machine-Learning Assisted Workflows • Structured & Efficient Nuke Script Building • 2D & Planar Tracking • Camera Mechanics, Lens Behavior, and Real-World Lighting Principles • QC & Final Shot Polish • Familiarity with Linux Operating System • Beginner Python Scripting

Personal strengths; Critical Eye for Detail • Reliable Shot Delivery • Strong Communication • Professionalism & Accountability • Problem-Solving • Team-Oriented Mindset • Adaptable to New Tools & Pipelines • Calm Under Pressure

Languages

German native proficiency • **English** fluent proficiency • **French** elementary proficiency

Hobbies & Interests

Emerging Technologies (Unreal Engine, Gaussian Splats, ComfyUI) • Photography & Creating Visual Content • Sim Racing & Go-Karting • Strength Training