

Bernd Koch

Compositor

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Location: **Vienna, Austria**
EU & Canada open work permit

Summary

Compositor with experience on productions including *Shōgun*, *Hawkeye*, and *Asteroid City* since 2021, working in fast-paced Nuke-based production environments. Experienced in photoreal live-action compositing, efficient workflows, and collaborative delivery within studio pipelines, with a strong focus on continuity, realism, and technical problem-solving.

Skills

Core Compositing; CG integration, set extensions, DMP integration, multi-pass compositing, keying, paint/cleanup, roto/prep, retiming, FX integration, 2.5D projection, tracking

Pipeline & Delivery; ShotGrid (Flow Production Tracking), Ftrack, dailies & iterative review workflows, supervised studio pipelines, QC & shot polish, structured Nuke script building

Software & Scripting; Nuke, Mocha Pro, Silhouette, Photoshop, After Effects, Linux (command line workflow), Python

Languages

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

Professional Experience

Compositor

- **Freelance** | 08/2021 - present | On-site in Vienna
Selected projects: MIKA - Modern Times (Music-video), Shrouded Destiny (Film), You Eat Other Animals? (Film)
Independently handled shots end-to-end across indie films, commercials, and music videos, ensuring consistent quality, continuity, and creative alignment with directors and VFX supervisors.
- **ViennaFX** | 12/2025 - 02/2026 | On-site in Vienna
Projects: Styrian Beast (Feature film), Crooks - S2 (Episodic), TBA (Episodic), TBA (Commercial)
Built production-ready Nuke keying templates and delivered greenscreen and split-screen composites across multiple projects, maintaining seamless integration and sequence continuity under tight production deadlines.
- **Echo FX GmbH** | 02/2025 - 09/2025 | Remote to Munich
Project: Cliffhanger (Feature film)
Managed complex set extension shots for a feature film within a team of 10, handling keying, rotoscoping, and DMP integration while using optimized workflows in a fast-paced production environment.
- **ViennaFX** | 09/2024 - 02/2025 | Remote to Vienna
Projects: Styrian madness (Feature film), Woman of the Dead (Episodic)
Took ownership of sequences involving action FX integration, greenscreen compositing, and cleanup work, ensuring seamless and invisible integration across two productions.
- **VAST by PFX** | 02/2024 - 08/2024 | On-site in Vienna
Projects: The Rig - S2 (Episodic), Chantal in Fairyland (Feature film)
Managed photoreal CG integration and lighting effects on an episodic project in collaboration with the FX department, developing looks that supported story continuity and visual realism.
Optimized and partially rebuilt Nuke scripts for a feature film while conducting final QC to maintain continuity and high-end visual standards under tight production schedules.
- **Goodbye Kansas** | 06/2023 - 08/2023 | Remote to Stockholm
Project: Shōgun - S1 (Episodic)

Managed CG integration shots and executed performance replacement, requiring precise lighting matching, morphing, and solving technical challenges while maintaining continuity across the sequence.

Junior Compositor

- **Baby Giant Hollyberg GmbH** | 02/2023 - 03/2023 | Remote to Berlin
Project: Muawi - S1 (Episodic)
Under Senior Compositor guidance, enhanced medieval battle scenes by integrating smoke, fire, blood, and tracked arrows into live-action plates while accurately applying shot notes for final delivery.
- **VAST by PFX** | 09/2022 - 12/2022 | On-site in Vienna
Projects: Asteroid City (Feature film), The Wonderful Story of Henry Sugar (Film), The Gryphon - S1 (Episodic)
Supported performance continuity in complex composites through retiming and stitching of multiple takes to ensure seamless edits.
- **RISE Visual Effects Studios** | 08/2021 - 08/2022 | Remote to Stuttgart
Projects: Hawkeye - S1 (Episodic), Last Voyage of the Demeter (Feature film), Babylon Berlin - S4 (Episodic)
Performed roto, cleanup, and prep work, progressing to keying and CG integration on high-end productions. Developed a structured approach to troubleshooting complex shots under senior guidance. Used ShotGrid within a production pipeline to track tasks and implement supervisor feedback for shot delivery.

Trainee Compositor

- **Screen Scene VFX** | 05/2021 - 06/2021 | Remote to Dublin
Gained first experience in a professional VFX pipeline, performing roto, prep, and keying. Developed an early understanding of professional workflows, technical skills, and the ability to adapt to industry-standard conventions.

Education

- **CG Spectrum College** | 09/2019 - 08/2020 | Online mentorship
Advanced Nuke Compositing Diploma - Mentor: Senior and Lead Compositor Josh Parks
- **SAE Institute Vienna** | 09/2016 - 06/2018 | On-site in Vienna
Digital Film Production Diploma