

# Bernd Koch

## Nuke Compositor

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Location: **Sydney, Australia**  
Work permit: **Work and Holiday 462**

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## Summary

Nuke compositor since 2021 with experience on productions including *Shōgun*, *Hawkeye*, and *Asteroid City*, working in fast-paced production environments to deliver final images under tight deadlines while maintaining continuity. 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

### Mid-Level Nuke 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, contributing to look development and final image quality across indie films, commercials, and music videos, while ensuring consistency, continuity, and 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 enhancement of action scenes, 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, contributing to final image quality, mood, and visual realism.  
Optimized and partially rebuilt Nuke scripts to improve workflow efficiency while maintaining continuity and final image quality.

- **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 Nuke 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 Nuke 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