

Bernd Koch

Nuke Compositor

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

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 and cleanup, roto and prep, colour balancing, 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

Miscellaneous & Interests; Knowledge of practical lighting principles and photography

Languages

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

Professional Experience

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)

Owned end-to-end shot delivery across indie films, commercials, and music videos. Drove look development and final quality control while directly collaborating with directors and VFX supervisors to manage project scope and timelines.

- **ViennaFX** | 12/2025 - 02/2026 | On-site in Vienna

Projects: Styrian Beast (Feature film), Crooks - S2 (Episodic), The cases of Gerti B. (Episodic), Billa (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)

Executed complex set extension shots for a feature film within a team of 10. Consistently delivered seamless keying, rotoscoping, and DMP integration using optimized workflows under fast-paced production deadlines.

- **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.

Mentored a Junior Compositor and completely rebuilt and optimized Nuke scripts to improve workflow efficiency and maintain 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.

- **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