

# Tomer Nisani

Compositor & AI Content Creator

## SUMMARY

VFX compositor and creative technologist with strong teamwork skills and a fast learning ability. Experienced in collaborating effectively on group projects and proficient in industry-standard software and cutting-edge tools such as Nuke, Maya, and Unreal Engine, including hands-on work with LED screen environments. Passionate about the VFX field and skilled at delivering high-quality results on tight schedules and under pressure. Seeking a position as a VFX compositor to contribute skills and grow professionally

## PROJECTS

### VFX COMPOSITOR

#### SCREEN REMOVAL

10/2024 - 11/2024

Worked with film students on their final project, performing screen replacement compositing to seamlessly integrate digital content into filmed scenes, ensuring visual consistency and narrative alignment using Nuke

### VFX COMPOSITOR

#### NABA MAGAZINE

06/2023 - 07/2023

Collaborated with fashion students on their final project by compositing visual elements and creating a custom paper effect, tailored to match the aesthetic they envisioned. Using Photoshop (creating the BG), Nuke (creating the effect)

## EDUCATION

### VISUAL EFFECTS

Savannah College of Art and Design-SCAD

03/2026 - Present

MA in Visual Effects, SCAD Atlanta

- Focused on compositing and advanced post-production workflows, combining live-action integration with AI-enhanced techniques for next-generation visual storytelling.
- Working with industry-standard tools, including Nuke, Unreal Engine, and Maya, with a strong emphasis on production-level VFX pipelines.

### VISUAL EFFECTS

NABA – Nuova Accademia di Belle Arti, Milan, Italy

09/2021 - 12/2025

Bachelor's Degree in Creative Technologies – Visual Effects (VFX)

- Gained hands-on experience with cutting-edge tools and production environments, including LED screen technology, advanced post-production labs, and industry-standard software such as Nuke, Maya, and Unreal Engine.
- Collaborated with fashion and film students on their final projects, producing tailored visual content to support their creative vision.
- taking specialized courses on Udemy to expand my knowledge across various compositing techniques and enhance my technical and creative skills.
- Completed a course using AI tools such as Midjourney and Kling, covering the full process from concept development and image generation to integration in visual storytelling.

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## CERTIFICATES

### Arnold and Nuke - Light and Compositing a 3d Cinematic Shot

UDEMY

Present

A course about lighting and rendering in Maya then composite the shot in Nuke

### Methods of 3D VFX Compositing Nuke Masterclass- NK 202

UDEMY

Present

A course about the different techniques to composite 3D elements in Nuke, and also advanced integration with live action footage

### Arnold, Maya, Nuke- Intro to 3D rendering live action VFX

UDEMY

Present

A course about rendering 3D objects combined with live-action footage.

### VFX Compositing Elements Photorealistically in Nuke

UDEMY

Present

A compositing course about the different techniques to integrate photorealistically and CG in Nuke.

### Intrudction to nuke VFX compositing: the essentials- NK101

UDEMY

Present

Basic course on the essentials in Nuke.

### Final Diploma & Academic Transcript – NABA, Milan

NABA, Nuova Accademia di Belle Arti

09/2021 - 12/2025

Official documentation confirming the completion of my Bachelor's Degree in Visual Effects (Creative Technologies), including full academic transcript and final course grades.

## SKILLS

PHOTOSHOP	Intermediate
AI CONTENT CREATOR	Advanced
UNREAL	Advanced
MAYA	Advanced
NUKE	Advanced

## LANGUAGES

Italian	Basic
English	Fluent
Hebrew	Native