

Tomer Nisani

Junior Compositor & AI Content Creator

SUMMARY

Junior 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

NABA – Nuova Accademia di Belle Arti, Milan, Italy

09/2021 - Present

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

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.

SKILLS

PHOTOSHOP	Intermediate
AI TOOLS- KLING AI,MIDJOURNEY,CHAT GPT	Advanced
UNREAL	Advanced
MAYA	Advanced
NUKE	Advanced

LANGUAGES

Italian	Basic
English	Fluent
Hebrew	Native