

Tomer Nisani

Compositor & AI Content Creator

SUMMARY

VFX compositor, creative technologist, and AI content creator with strong collaboration skills and the ability to quickly learn new tools and production workflows.

EXPERIENCE

Visual Content Creator

Quick Relief ↗

04/2026 - Present

Independently produce approximately 10 promotional graphics per week for digital marketing campaigns, reporting directly to two managers. Create campaign-ready visuals across multiple formats, maintain brand consistency, and manage projects from concept to final delivery.

PROJECTS

VFX COMPOSITOR

SCREEN REMOVAL

10/2024 - 11/2024

Collaborated with film students to deliver two high-quality screen replacement sequences, totaling over one minute, in under one week. Used camera matching, keying, and roto-scoping to integrate the replacement content around the actors.

VFX COMPOSITOR

NABA MAGAZINE

06/2023 - 07/2023

Collaborated with fashion students to composite 9 high-quality VFX shots in Nuke within a strict 4-day deadline, creating a custom paper effect and using Photoshop to clean up and reconstruct background plates for compositing under the actors in the video.

CERTIFICATES

Final Diploma & Academic Transcript – NABA, Milan ↗

NABA, Nuova Accademia di Belle Arti

09/2021 - 12/2025

Official documentation confirming completion of my Bachelor's Degree and academic transcript.

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

UDEMY

02/2024

Arnold and Nuke - Light and Compositing a 3d Cinematic ↗

Shot

UDEMY

09/2023

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

UDEMY

02/2023

VFX Compositing Elements Photorealistically in Nuke ↗

UDEMY

01/2023

Intrudction to nuke VFX compositing: the essentials- NK101 ↗

UDEMY

12/2022

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EDUCATION

VISUAL EFFECTS

Savannah College of Art and Design-SCAD

03/2026 - Present

MA in Visual Effects, SCAD Atlanta

- Focused on compositing, live-action integration, and AI-enhanced post-production workflows
- Developing production-level VFX skills using Nuke, Unreal Engine, and Maya

VISUAL EFFECTS

NABA – Nuova Accademia di Belle Arti, Milan, Italy

09/2021 - 12/2025

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

- Hands-on experience with LED screen technology
- Familiarity with advanced post-production workflows
- Proficient in Nuke, Maya, and Unreal Engine

SKILLS

Nuke

Maya

Unreal

DA VINCI

Photoshop

Keying & Matte Extraction

Live-Action Integration

Lighting for Live-Action Integration

CG Integration

3D Scene Integration

Rotoscoping

Camera Matching

Color Correction

Photo Editing

Ai content creator

Visual Storytelling

Creative Direction

Concept Development

Teamwork

Problem-Solving

Attention to Detail

LANGUAGES

English

Hebrew