

# LEANDRO CRESPO

## COMPOSITING ARTIST

### CONTACT

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[Portfolio](#)

[Linkedin](#)

### TECHNICAL SKILLS

Compositing Software: Nuke, After Effects

Fx & Lighting: Katana, Houdini

3D Software: Maya, Zbrush

Image Editing: Adobe Photoshop, Capture One

Video Editing: Adobe Premiere Pro, DaVinci

Resolve

Other Tools: Mocha, Silhouette, 3DEqualizer

Programming Languages: Python (basic

scripting for VFX automation)

### EDUCATION

#### VFX Master

#### ESCAC

2022-2024

Developed expertise software industry standard and technologies gaining practical experience in 3D 2D and FX.

#### Soft Skills

#### Platzy

2020- 2022

- Emotion Management Course for Productivity and Organization.
- Effective Time Management

#### Bachelor of Director of Photography

#### INCINE

2016-2020

focusing on the technical and artistic aspects of audiovisuals on major productions. understanding of cinematography, including camera operation, lighting, and shot composition

#### Relevant Coursework:

Python applied for nuke artist

Bootcamp of Look Dev

Trained for vfx Supervisor on set

### LANGUAGES

English C1

Spanish Native

Catalán B2

### PROFILE

Experienced in film production, creative and dedicated Compositing Artist seeking to leverage skills and passion for visual storytelling in a professional environment as cinematographer. Eager to contribute to dynamic projects and collaborate with a talented team to produce captivating visual experiences.

Aiming for contribute to high-quality television series projects by leveraging my skills in visual effects, attention to detail, and collaborative spirit.

### WORK EXPERIENCE

#### Compositor **Projects by contract**

#### Compositor - Fx artist

not release /RNT | 2025

- Created and integrated a fully CGI bird with realistic feather simulations and character FX.
- Worked on complex FX setups, including dynamic simulations and procedural effects to enhance realism.
- Managed the compositing of CGI elements into live-action footage, ensuring seamless blending with lighting and color matching.

#### Compositor - Fx artist

Siena Exhibition Film | MARCH 2025

- Simulated and composited intricate FX elements, including organic growth, spread effects, and environmental enhancements for CGI integration.
- Developed procedural simulations to create realistic surface growth and material transitions From raw image to 3D.
- Worked on multi-layered compositions to blend CGI effects seamlessly into live-action shots.

#### Compositor

TUTI Videoclip | January 2025

- Keyed and integrated green screen footage, ensuring clean extractions with detailed edge refinement and light spill control.
- Applied advanced despill, color matching, and light wrap techniques to blend subjects seamlessly into CG or live-action backgrounds.
- Composited stylized effects, motion graphics, and atmospheric elements to enhance the visual storytelling of the video.

#### Compositor

SDP Film | DEC 2024

- Created seamless integrations of CG elements into live-action footage using advanced roto, tracking, and keying techniques.
- Executed precise masking and rotoscoping for complex shots, ensuring accurate object separation and smooth interactions.
- Tracked and stabilized footage using tools like Mocha and Nuke's built-in trackers to maintain realistic motion and depth.

### Supplementary Details

References available upon request.