

JAVIER GALLEGO

SENIOR NUKE COMPOSITOR

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PROFESSIONAL SUMMARY

Senior Nuke compositor with over 10 years of experience in feature films, episodic television, and immersive VFX. Skilled in photoreal CG integration, multi-pass/AOV workflows, deep compositing, keying, tracking, 2D/3D projection, and shot finishing. Recent experience includes Digital Domain, Hollywood Visual Effects, Lex + Otis, and Ghost VFX. Currently exploring AI-assisted compositing workflows using ComfyUI and Nuke integration.

CORE SKILLS

Compositing: Nuke, After Effects, CG Integration, Multi-pass/AOV Compositing, Deep Compositing, Keying, Rotoscoping, Paint/Cleanup, 2D/3D Projection and Tracking

AI-Assisted VFX: ComfyUI (Working Knowledge), Nuke-ComfyUI Integration, Node-Based AI Workflow Exploration

Additional Software: Mocha, SynthEyes, Photoshop, Maya, 3ds Max

Production Tools: ShotGrid, Deadline, RV

PROFESSIONAL EXPERIENCE

Digital Domain | Compositor Nov 2025 - Aug 2026

Selected credits: *Godzilla x Kong: Supernova; Neuromancer; Disclosure Day*

- Composited and finished VFX shots in Nuke, integrating CG and live-action elements while maintaining sequence continuity and photographic realism.
- Handled core shot tasks including 2D/3D projection, keying, roto/paint, tracking, color and edge integration, and multi-pass CG refinement within an established production pipeline.

Digital Domain | Compositor Feb 2025 - Sep 2025

Selected credits: *Wizard of Oz for the Sphere*

- Delivered Nuke compositing work for large-format immersive content, 2D/3D projection, stitch plates, retime, clean up and collaborating with supervisors and production to address notes and maintain shot consistency.

Hollywood Visual Effects (HVE) | Compositor Sep 2024 - Dec 2024

Selected credits: *The Accountant 2; upcoming Keanu Reeves project*

- Completed live-action compositing tasks including Fluid Morphs, stitch integration, keying, cleanup, tracking, and shot polish under production deadlines.

Lex + Otis Animation | Compositor Jun 2024 - Jul 2024

Selected credits: *ARK: The Animated Series (Paramount+)*

- Supported final compositing and image integration for episodic animation.

Digital Domain | Compositor Oct 2023 - Jan 2024

Selected credits: *Madame Web; additional Marvel project*

- Composited production shots in Nuke with emphasis on 2D/3D projection, clean integration, continuity, and efficient script organization.

Picture Shop / Ghost VFX | Compositor Jul 2017 - Jul 2023

Selected credits: *Narcos; Star Trek: Picard; The Walking Dead; MacGyver; Hawaii Five-0; NCIS; and others*

- Worked across long-form episodic and streaming projects, completing a wide range of Nuke compositing tasks from plate preparation through final integration.
- Collaborated with leads, supervisors, coordinators, and fellow artists across high-volume television production schedules.

ADDITIONAL VFX EXPERIENCE

Stargate Studios Compositor Selected credits: <i>The Orville</i> (pilot season)	Apr 2017 - May 2017
Encore VFX / Deluxe Entertainment Compositor Selected credits: <i>The Flash</i> ; <i>Supergirl</i> ; <i>Legends of Tomorrow</i> ; additional episodic work	Feb 2015 - Apr 2017
Proof Inc. Compositor Selected credits: <i>Guardians of the Galaxy</i> ; <i>Night at the Museum: Secret of the Tomb</i> ; <i>Fast 8</i> ; <i>Star Trek Beyond</i>	Oct 2013 - Dec 2016
Gener8 Digital Media Corp. Compositor Selected credits: <i>300: Rise of an Empire</i> ; <i>Thor: The Dark World</i> (stereo trailer)	Mar 2013 - Aug 2013
Pixomondo Compositor / Matchmove Artist Selected credits: <i>Star Trek Into Darkness</i> ; <i>Beautiful Creatures</i>	2012 - 2013
Worldwide FX Compositor / 3D Generalist Selected credits: <i>Olympus Has Fallen</i>	Sep 2012 - Feb 2013
Diesel FX / Hoax Films / Timesand Studios Compositor Selected credits: Broadcast promos and feature work including <i>NBC Green Is Universal</i> , <i>Revenge</i> , and <i>Hijacked</i>	2012
Sassoon Film Design Compositor / 3D Generalist Selected credits: <i>Harry Potter and the Deathly Hallows</i> ; <i>The Green Hornet</i> ; <i>Priest</i> ; <i>Alice in Wonderland</i> ; <i>G-Force</i> ; and others	Dec 2007 - Jan 2012
BSATLABS / NoGood TV / Paradise FX / LATV / Slappy Studios / Pacific Title 3D, Compositing, Roto & Support Roles Selected credits: Selected work includes <i>Dark Country</i> , <i>Speed Racer</i> , <i>VH1 One Hit Wonders</i> , and broadcast promos	2008 - 2010

EDUCATION & TRAINING

Art Institute of California - Los Angeles - Bachelor of Science (BS), Animation	2007
CGSociety - RealFlow Essentials - Allan McKay	2010
CGSociety - Hollywood VFX for Action Integration - Allan McKay	2009
CGSociety - Photoreal Textures - Paul Fedor	2009
ActionVFX - Intro to ComfyUI for VFX - Doug Hogan	2026
ActionVFX - Advanced AI Workflows for VFX Artist - Doug Hogan	2026

PORTFOLIO

Reel: javierrallegovfx.com