



# Federico Sibella

Digital Composer

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Analytical and highly creative professional with hands-on experience in 2D / 3D compositing and motion design. Track record of utilising a variety of techniques and tools to build VFX animation. Known for leading multiple projects from start to end, completing shots, proposing new looks / effects for specific shots and organising dailies. Multi-lingual communicator with operational command over English, French, and Italian.

## Technical Proficiencies

**Software:** NukeX - Nuke Studio – Hiero – After Effects – Photoshop - Cinema 4D – Octane – Arnold – Mocha – PfTrack – Shotgun – Ftrack – Deadline – RoyalRender

**OS:** Windows – Linux CentOS - Ubuntu

## Career Experience

### EDI, Milan

2020 – Present

Compositor (feature projects)

Manage digital compositing and post-production activities. Collaborate with prep department as a roto artist. Act as a proper compositor to integrate 3D asset within live footage, while strictly following directions of supervisor and director.

- Handled complex and pressured situations.
- Strengthened relationships with production staff.
- Fully on-site / remote capability

### Orka, Warsaw

2019 – 2020

Compositor (Czarny Młyn – Black Mill)

Performed rotoscoping, image painting, and background clean-up tasks to create the final product. Implemented CG and vlm comping techniques to close the project. Oversaw 2D/3D compositing activities for stock elements integration.

- Succeeded in completing several shots without a strict supervision of comp lead.
- Spearheaded entire project remotely from inception to completion under time and budget.
- Recognised by senior director for introducing new looks and effects for specific shots.

### Juice., Warsaw

2019 – 2020

Compositor (The Liberator – Netflix | West World – HBO)

Planned and supervised digital compositing activities for episodic projects, while matching colour schemes with key shots and mood boards for finishing works. Built and maintained strong interactions with CG and match move departments with an aim of increasing efficiency of pipeline.

- Ensured the smooth delivery and on-time completion of shots by supporting lead artists.

### **Lavezzo Studios, Alba**

**2017 – 2018**

#### Compositor & Motion Designer

Managed various digital compositing functions, including rotoscoping, prepping, and keying. Developed and executed studio pipeline to make effects of a small render farm for heavy CG projects. Supervised art direction and not just execution activities.

- Designed and produced several motion design and visual effects shots for at least a hundred different projects.

### **Sky Italy, Milan**

**2016 – 2017**

#### Compositor (Raffaello – Il Principe delle Arti)

Prepared and delivered film dailies to enable further processing of shots. Formulated professional interactions with 3D and editing departments to drive smooth flow of compositing activities and meet set deadlines. Organised and conducted stereo converting / prepping shots for a feature docu-film.

- Initiated project in the middle of production and finalized shots by learning fast techniques and strategies.

## **Additional Experience**

**Instructor**, FXPHD Instructor

**Blogger**, [digitalframework.org](http://digitalframework.org), personal website

## **Education**

### **Certificate of Completion Nuke VFX Compositing**

FxEcademy (2016)

## **Certifications**

Strata IT Fundamentals, CompTIA (2014)

Adobe Certified Expert, Adobe Systems (2013)

## **Professional Associations**

Member, VFX Voice (2018)

Contributor, UNICEF (2016)