



Federico Sibella

Digital Composer

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Analytical and highly creative professional with hands-on experience in 2D / 3D compositing and motion design. 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 – Dynamixyz - Shotgun – Ftrack – Deadline – RoyalRender

OS: Windows – Linux CentOS - Ubuntu

Career Experience

Nolabel, Krakow

2020 – to date

Compositor (feature project)

Lead shots completion from start to finish. Performed prep and keying for set extension. Comped background and cg elements

- Handled complex clean-up tasks
- Made use of a variety of techniques for keying and matte extractions
- Fully remote capability

EDI, Milan

2020

Compositor (Iliad commercial | L'incredibile storia dell'Isola delle Rose - Netflix)

Collaborate with prep department as a roto artist. Comped 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

Additional Experience

Blogger, digitalframework.org, personal website

Trainer, freelance training on vfx and motion design

Education

Certificate of Completion Nuke VFX Compositing

FxEcademy (2016)

Ongoing education

New Masters Academy – History of art and classic composition

Rebelway – Nuke for FX and 3D artists

Certifications

Strata IT Fundamentals, CompTIA (2014)

Adobe Certified Expert, Adobe Systems (2013)

Professional Associations

Member, VFX Voice (2018)

Contributor, UNICEF (2016)