

TAREK SALEH MOSTAFA

VISUAL EFFECTS COMPOSITOR

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EXPERIENCE

CANNONBALL VFX / Co-founder | VFX Supervisor

Oct 2018 - Present, San Diego, CA (Remote)

- Collaborated closely with Directors, VFX Supervisors and Producers to deliver shots assigned to our studio.
- Supervised the work across several vendors while acting as the main vendor for the client, maintaining the quality and consistency across the pipeline.
- Broke down scripts and created bids to help in getting awarded spots and films as well as help in figuring out our recruitment needs.

Fuse FX/ Senior Compositor

October 2022 - April 2024, Los Angeles, CA (Remote)

- Responsible for look development across multiple shows in close collaboration with the CG department.
- Set up scripts to be used by fellow compositors for technically challenging shots.
- Tackled the more complicated shots combining FX, CG, matte painting as well as comp elements to be delivered in a fast paced environment

Tippett Studio/ Senior Compositor

Feb 2022 - September 2022, Berkeley, CA (Remote)

- Responsible for sole comp look development of an entire sequence on Black Adam.
- Collaborated very closely with the Environment artists, CG supervisor and VFX Supervisor.
- Organized and lead the sequence for the rest of the comp team on Black Adam

Nu Boyana / Compositing Supervisor

Sep 2021 - December 2021, Braga, Portugal (Remote)

- Managing and supervising the team of compositors, briefing them and providing constructive feedback.
- Developed workflow and pipeline strategies to tackle unique compositing challenges per show.
- Worked closely with the CG team to ensure proper flow and execution of CG elements for compositing.

PIXOMONDO / Compositing Lead

Sep 2019 - August 2021, Stuttgart, Germany

- Worked closely with the VFX Supervisor and other department leads to plan and implement a creative strategy and look for shots and overall sequences.
- Lead a team of 12 Compositors of all levels to deliver complex composites under tight deadlines, ensuring the consistency and quality of the overall creative direction of the sequences.
- Reviewed artist shots in both Roto/Paint (including outsourced work) and Compositing, and provided constructive technical and creative feedback

LAIKA / VFX Compositor

July 2013 - June 2018, Oregon, USA

- Developed the look of sequences by taking and creating elements to create a final look that can be applied by the rest of the comp team.
- Developed new workflows to deal with puppets' continuous chattering faces that increased the De-chatter workflow efficiency of the department by 40%.

SOFTWARE

Nuke, Nuke Studio, ADOBE suite, Silhouette FX, Mocha Pro

EDUCATION

BFA in Visual Effects | Academy of Art University, San Francisco, California

LANGUAGES

Arabic, English, German (elementary proficiency)