

Luke Hardisty

079560 30190

lukehardisty@hotmail.com

<https://uk.linkedin.com/in/luke-hardisty60aabb1>

PROFILE

I am a recent graduate of the MA in Digital Effects at the National Film and Television School and received my Masters (distinction) from Royal College of Art. Previously, I have worked as a compositor for a number of studios in both London and the UK.

I have a keen interest in photography and art as well as new technologies such as projection mapping and VR.

PERSONAL SKILLS

A good eye for detail and realism
Strong problem solving abilities
Comfortable working to deadlines
Great interpersonal skills

TECHNICAL SKILLS

Good ability to pull mattes from footage
Knowledge of 3d space in Nuke
Knowledge of Multichannel EXR workflow
Onset experience/Overall workflow

EDUCATION

National Film and Television School, Beaconsfield, UK..... 2014-2016

Attending the school was the first step in taking my knowledge of post production and applying it to the VFX industry. I have gained a broad knowledge of visual effects production, including onset work, CG and compositing. We have completed modules in VFX Supervision, digital set extensions, motion capture, prosthetics and practical effects. Work at the school is centred around team work, facilitating close inter-departmental communications between VFX and producing, directing, cinematography and production design students.

Leeds College of Art and Design, Leeds, UK.....2006-2009

B.A. Hons. Design for Digital Media

EMPLOYMENT

Tech Demonstrator, Red Giant Software..... March 2016

Junior Compositor, MPC.....March 2016 - Present

Ikea, C4, Simple Cosmetics – Compositing, roto and cleanup.

Compositor, Blink Ink.....February 2016 (two weeks)

British Council – Shakespeare’s Caesar – Compositing, roto and cleanup.

Compositor, Unit9.....February 2016 (1 month)

Lexus/ABC commercial - Creating VR/ 360 video. Stitching and cleanup.

GUI/VFX Artist at Reflections, a Ubisoft Studio.....June 2013 - October 2013 (5 months)

Creating vfx for Ubisoft Reflections games currently in development for Xbox 360 and Xbox One.

Implementing changes to game via Perforce and managing time effectively. Worked on Just Dance 4, Watch Dogs, The Crew and Ubisoft TV.

Tutor in Film and Animation Btec at Prism Youth Project.....March 2012 - June 2013 (1 year 4 months)

Teaching Btec in film and animation. Teaching young people animation and VFX.

VFX Artist at The Awakening Agency.....May 2011 - May 2012 (1 year 1 month)

VFX Artist working in After Effects and Adobe suite. Worked on projects for Barclays, Crabbies, Dremel, Galt Toys, NHS, WHSmith and Dremel.

Mograph Artist/Compositor at Prefix Studios.....February 2009 - March 2011 (2 years 2 months)

Working as a motion graphics artist and compositor, capturing footage onset using greenscreens to use for later keying and compositing in AE.

SOFTWARE PROFICIENCY

NUKE

V-Ray (Nuke/Maya)

Photoshop

After Effects

Premiere

PTrack

Mocha

Baselight

Resolve

Flame

Maya

Vue

OTHER RELEVANT EXPERIENCE

- Recipient of BBC Scholarship
- Founder of projection mapping group and workshop (particular interest in VR and interactive spaces).
- Interested in working with young people with emerging technologies.
- Have lived in several countries abroad and am happy to move for work – including non-English speaking countries.
- Whilst teaching I was also qualified to lead children up climbing walls – Leadership and responsibilities were requisite.
- Keen interest in photography having displayed in several galleries but also for use in DMP.

REFERENCES AVAILABLE ON REQUEST