

KEIYA HASEGAWA

VFX COMPOSITOR

(Canadian PR)



E-mail: keiyavfx@gmail.com
Website: keiyavfx.com
Showreel: <https://vimeo.com/525371577>
IMDB: <https://www.imdb.com/name/nm13274951/>
Linkedin: www.linkedin.com/in/keiya-hasegawa-77221711b

ABOUT ME

I am an award-winning **Compositor**, a **Finalist of Rookie Awards** and a graduate of **Lost Boys Studios**. I have over 8 years of combined professional work experience in the VFX and TV commercial industries. I always welcome challenging shots and enjoy discovering ways to solve technical issues. Besides compositing, I have a background in production team management. You will find that I am team driven, self-motivated, and accustomed to tight deadlines.

SKILLS / ABILITIES

- Comprehensive knowledge of Nuke, VFX and Photography
- Compositing 2D/3D/DEEP, Keying, Look Dev, 2D/Planar/3D Tracking, Nuke Particles, Multi-Pass CG Comp, Paint-out
- Ability to multi-task, adopt to new tools/pipeline and thrive in high pressure environments with short deadlines.
- Ability to both complete tasks independently and work with team members effectively.

EXPERIENCE

Framestore Compositor

July 2024 – Present
Melbourne, Australia

- Worked on a variety of **senior level** complex and challenging VFX shots for high-profile film projects.
- Completed a wide range of compositing shots within a production schedule, including **Full CG & Plate based CG shots, FX & 2D Elements Integration, CG Characters, CG Set Extensions**.
- Worked on **Look Development** tasks for CG/FX and hero shots.
- Created compositing/Nuke tools and shared creative/technical solutions with other artists.
- Did **Deep Compositing** with multiple CG renders.
- Worked closely with VFX Supervisors (Josh Simmons, Mat Krentz, Avi Goodman) and Compositing Supervisors (Thijs Noij, Stuart Bruzek, Jai Kenway)
- Projects: **•Marvel's Thunderbolts***
 - **Mortal Kombat 2**
 - **Upcoming Amazon MGM Feature Film Project**

Scanline VFX Compositor

February 2022 – April 2024
Vancouver, Canada

- Completed a wide range of mid to senior level compositing shots within a production schedule, including **Full CG & Plate based CG shots, FX & 2D Elements Integration, CG Characters, CG Set Extensions**.
- Presented **Look Dev work** to supervisors and suggested both creative and technical solutions.
- Did **Deep Compositing**. Treated and rebuilt multiple CG passes. Fixed render artifacts and errors.
- Did a variety of Blue/Green keying to extract mattes, as well as despill and edge treatments.
- Worked closely with VFX Supervisors (Nick Crew, Micah Gallagher, Boris Schmidt, Bryan Grill) and Compositing Supervisors (Amanda Roop, Alan Stucchi, Peter Vickery, Dan Knight, Siddharth Shah)
- Projects: **•Godzilla x Kong: The New Empire**
 - **Beverly Hills Cop 4**
 - **The Flash**
 - **The Gray Man**
 - **3 Body Problem Season 1**
 - **Avatar: The Last Airbender Season 1**
 - **Stranger Things Season 4**

Od Studios **Compositor**

January 2021 - February 2022
Vancouver, Canada

- Completed a wide range of junior to mid level VFX compositing shots, including 2D/CG integration and roto/paint.
 - Look Dev for 2D effect for a TV show.
 - Helped junior artists by teaching them compositing techniques, sharing knowledge of Nuke, finishing up their shots.
 - Projects: • **Yellowjackets Season 1**
• **Night Sky Season 1**
• **Superman & Lois Season 2**
 - **Children of the Corn**
• **One Heart**
• **Taco Bell TV Commercial**
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Freelance **Production Manager, Camera Operator and Boom Operator**

January 2019- February 2020
Tokyo, Japan

- On-set crew for TV commercials and Music Videos
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NIBAN-KOBO PRODUCTIONS Corp. **TV Commercial Production Manager**

April 2015 - December 2018
Tokyo, Japan

- Worked on over 15 projects as the main PM and over 25 as an on-set crew member
- Managed production teams, schedules and budgets
- Reported to the producer and the director all of the progress on casting, production designs, filming locations, editing, VFX, etc.
- Major Projects: • **Playstation 4**
• **Sofina iP**
- **Tokyo Disney Resort**
• **LEGOLAND Japan**

EDUCATION

Lost Boys Studios / School of Visual Effects **Diploma in Advanced VFX Compositing**

March 2020 - April 2021
Vancouver, Canada

- Learned both fundamental and advanced VFX compositing techniques from Ganz Ramalingam (A Founder of Alpha Chromatica) and Andrew Zeller (A former artist at ILM & DNEG)
- Graduated with FINAL GRADE: 97/100

Meiji Gakuin University **Bachelor of Arts - Film Studies**

April 2011 - March 2015
Tokyo, Japan

AWARDS

- NYX Awards Gold Winner (2022)
- Muse Creative Awards Gold Winner (2022)
- Rookie Awards 2021 - Finalist
- Rookie Awards 2021 - Rank A
- Rookie Awards 2021 - Draft Selection
- Rookie Awards 2021 - Excellence Award
- Vega Awards VFX Winner (2021)

SOFTWARE

- Nuke
- Silhouette FX
- Mocha
- RV
- ShotGrid (Shotgun)
- Premiere Pro