

ARTIOM KUSCI

NUKE VFX AND STEREO VR COMPOSITOR

155 Parent, Greenfield Park, Longueil, QC, J4V3P5, Canada
portfolio at www.vimeo.com/artiomkusci/videos
www.imdb.com/name/nm7891399/ www.linkedin.com/in/artiomkusci

Montréal based highly artistic VFX and stereo VR Compositor with photo-real feature film experience in live action films and VFX compositing, stereo VR, and with extensive experience in graphic design and photography

PROFESSIONAL EXPERIENCE

Félix and Paul Studios



Felix & Paul
STUDIOS

2016-present

Stereo VR Compositor

- Relized shots for the following projects: "Interstellar Arc" (2024-2025), "Space Explorers: Voyage to the Moon" (2023), "The Infinite" LBE (2021-2022), "Space Explorers: The ISS Experience (2020-2022)", "Alegria (2020)", "Gymnasia (2019)", "Travelling While Black (2019)", "Jurassic World Blue (2018)", "Space Explorers (2018)", "Isle of Dogs - Behind the scenes (In VR) (2018)", "MIYUBI (2017)", "Cirque du Soleil - Through the masks of Luzia (2017)", "The People's House - Inside the White House with Barack and Michelle Obama (2017)", "Cirque du Soleil - KÀ The Battle Within VR (2016)", "Through the Ages - President Obama Celebrates America's National Parks (2016)"
- Composition et assemblage complète 360 stéréo dans Nuke pour VR avec intégration des éléments 2d, étalonnage de couleur, roto/prep stéréo, tracking 2D et camera, éléments et projections 3D, lidar, 3D modelling/texturing/lighting/rendering, python.

MPC Film



2014-2016

VFX Compositor

- Relized shots for such movies as X-Men: Apocalypse (2016), Miss Peregrine's Home for Peculiar Children (2016), Fantastic Four (2015), The Martian (2015), Pan (2015)
- Full compositing in Nuke of CG elements into live action plates. Keying, grading, roto/prep, adding multi-pass 3D CG elements, 2D fx elements and dmp, stereo compositing and fixes, 2D tracking, camera tracking, 3D projections.

VOLTIGE COMMUNICATIONS, STRIH, Astronomer.ru, SoftTeam, RSIM

1995-2014

Graphic/Web Designer, Photographer, Motion Graphic Designer

EDUCATION

Certificate in 3D Animation (honor)

Bart College

2013

Diploma in Philology

State University

2001 (5 years)

COMPUTER SKILLS

Nuke, Blender, MochaPro, Photoshop, SynthEyes, python, Houdini, Gaea, PTGui, AutoPano, Final Cut Pro, Maya, MentalRay, PFTracker, RealFlow, Illustrator, InDesign

PERSONAL QUALITIES

- Reliable, able to work to deadlines and meet schedules, with a minimum of supervision, while paying attention to details and quality control;
- Ability to manage procedures and requirements of a production or pipeline;
- Multilingual with strong communicational and interpersonal skills and with a strong work ethics;
- Technically savvy with strong analytical and problem solving skills;
- A quick and eager learner who can easily adapt to new responsibilities.