

SALAR SALAHI

Showreel/Portfolio: [ArtStation – salarsalahi](#)

[IMDb Link](#)

Senior Compositing Artist - VES (Visual Effects Society) Member

PROFESSIONAL SUMMARY

Advanced Nuke Compositing (5+ years), 2D/3D Element Integration, Green/Blue Screen Keying, Matte Creation & Rotoscoping, Lighting & Shadow Enhancement, Cryptomatte & AOV Pass Handling, Color Theory & Image Composition, Visual Effects Pipeline Knowledge, Shot Breakdown & Script Organization, Mocha Pro (Tracking, Powermesh), Blackmagic Fusion, Silhouette FX, Adobe After Effects & Photoshop, Unreal Engine (UE5.4) – Basic VFX Use, Strong Communication & Collaboration, Efficient Workflow Automation, Experience in A-Class Film/TV Projects

EXPERIENCE

Eyeline Studios (Powered by Netflix), Vancouver(Hybrid) – Senior Compositing Artist

Sep 2025 – May 2026

- Software: Nuke, Mocha, Silhouette, Photoshop
- Shows: NDA
- AI tools, Copycat, Template building for multi shots
- Deep compositing, Asset integrations, full comp

SPIN VFX, Toronto (Remote) – Senior Compositing Artist

Jul 2025 – Aug 2025

- Software: Nuke, Mocha, Silhouette, Photoshop
- Shows: Deep Water, The miniature wife
- Full compositing shots including CG assets
- Asset integrations, roto, Paint, Tracking, Keying

Guru Studio , Toronto (Remote) – Senior Lighting/Compositing Artist

Jul 2024 – Nov 2024

- Software: Nuke
- Show: Paw Patrols season 11
- Tidy and non-destructive script creation that can translate into other shots
- Color corrections, Comp relighting, Cryptomattes, AOVs, Creative solutions
- “Delivered 50+ composited shots weekly ahead of deadline using automated Nuke scripting.”

Mikros Animation, Montreal (Remote) – Senior Lighting/Compositing Artist

Jan 2023 – Jul 2023

- Software: Nuke, Basic katana, Maya

- Show: Paw Patrols 2: The Mighty Pups
- Tidy and non-destructive script creation that can translate into other shots
- Color corrections, Comp relighting, Cryptomattes, AOVs, Creative solutions
- Nuke FX solutions when necessary

Jam Filled, Toronto (Remote) – *Mid Lighting/Compositing Artist*

Jul 2022 – Nov 2022

- Software: BlackMagic Fusion, Maya
- Show: Dino Ranch – 4 episodes, 160 shots
- Non-Destructive compositing,
- Shot prep in Maya and Katana when necessary

Veridian VFX, England (Remote) – *Senior Compositing Artist*

Jul 2022 – Aug 2022

- Software: Nuke, Mocha
- Show: House of dragons : EP4
- Contracted for 7 shots, Asset integration(Fire and scars)
- Organic Tracking using mocha and smart vector

Brown Bag Films, Toronto (On-site) – *Senior Compositing Artist*

Jan 2019 – Jul 2022

- Software: Nuke, Blackmagic Fusion, Mocha Pro
- Show: Blues Clues and You: 350 shots
- Live action 2D and 3D asset integration, tracking, wire removal, Green screen removal
- “Reduced feedback loops by 30% through efficient comp template design.”

Rocket Science VFX, Toronto (On-site) – *Senior Compositing Artist*

Jun 2018 – Jan 2019

- Software: Nuke, Mocha Pro
- Show: into the badlands, Polar, Expanse
- Full comp Nuke FX solutions, Green screen removal, Wire removals, Roto, 2.5D scene creation
- Asset integration, 3D integration

Pixomondo, Toronto (On-site) – *Mid Compositing Artist*

Sep 2016 – Jun 2018

- Software: Software: Nuke, Mocha, Silhouette, Photoshop
- Shows: Star Trek Discovery, Fast and Furious 8, Power Rangers, Mary poppins
- Full compositing shots including CG assets
- Nuke FX solutions in right deadlines

Stereo D FX, Toronto (On-site) – *Junior Paint/Compositing Artist*

Jun 2015 – Sep 2016

- Software: Nuke, Mocha, Silhouette, After Effect, PS
- Tracking in multiple softwares and stereo Compositing

Legend 3D, Toronto (On-site) – *Junior Depth/Paint Artist*

Nov 2014 – Jul 2015

- Software: Nuke, Mocha, Silhouette
- Clean plate, roto and depth map creation

EDUCATION

Seneca College – Pixomondo Virtual Academy (UE 5.4)

Toronto – Micro-Credential

Jan 2024 – Apr 2024, Toronto

Seneca College, Game Art and Animation (UE 4)

Toronto – Associate Degree

Sep 2011 – Aug 2014, Toronto

SOFTWARE PROFICIENCY

Nuke (Expert), Mocha, Blackmagic Fusion, Silhouette, Katana, Adobe After Effects, Photoshop, Unreal Engine (UE 5.4), Familiar with Shotgun, ftrack, Deadline

TRAININGS

Unreal Engine 5.4 for VFX by Josh Toonen

Unreal Engine 5.4 course by Prometeo Lab

How to Become an Art Director by Joel Arzu – ELVTR Academy

Python for Nuke by Adrian Poueyo

Comfy UI by Victor Perez

SKILLS

Advanced Nuke Compositing (5+ years), 2D/3D Element Integration, Green/Blue Screen Keying, Matte Creation & Rotoscoping, Lighting & Shadow Enhancement, Cryptomatte & AOV Pass Handling, Color Theory & Image Composition, Visual Effects Pipeline Knowledge, Shot Breakdown & Script Organization, Mocha Pro (Tracking, Powermesh), Blackmagic Fusion, Silhouette FX, Adobe After Effects & Photoshop, Unreal Engine (UE5.4) – Basic VFX Use, Strong Communication & Collaboration, Efficient Workflow Automation, Experience in A-Class Film/TV Projects, Compositing for photorealism, Team-oriented pipeline, Lighting pass integration, Stereo conversion