MIHAIL DROZDOV
Compositing Artist / VFX Specialist
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Showreel: https://youtu.be/EsDYWENtVZw
Portfolio Playlist:
https://www.youtube.com/playlist?list=PLHzxYtitqmTHSmW12SVrMOlqOaYt_pXhZ
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PROFESSIONAL SUMMARY

Experienced Compositing Artist with 4 years of expertise in visual effects, digital compositing, and 3D graphics integration. Strong track record of collaborating with film studios and production houses on cinema, animation, and high-end commercial projects. Proficient in node-based workflows, multipass CG integration, advanced keying, and cleanup. Passionate about delivering seamless, high-quality, photorealistic visual effects under tight production deadlines.

CORE COMPETENCIES

- 2D / 3D Digital Compositing & Integration
- CG Multipass / AOV & Deep Compositing
- Blue / Green Screen Keying & Fine Detail Extraction
- Advanced Rotoscoping, Tracking & Matchmoving
- Roto-Animation & Plate Prep (Cleanup, Wire/Rig Removal)
- Color Correction, Grading & ACES Color Pipeline
- 3D Modeling, Texturing & Rendering

TECHNICAL SKILLS
Compositing & VFX: Foundry Nuke, NukeX
3D & Rendering: Cinema 4D, Redshift

PROFESSIONAL EXPERIENCE

Freelance Compositing Artist
Self-Employed / Remote
January 2022 – Present

- Operating as an independent freelancer providing top-tier digital compositing and VFX services for international production studios and direct clients.
- Delivering high-fidelity integration of complex multi-pass CG assets, live-action plates, and secondary effects using Foundry Nuke.
- Managing complete project life-cycles, ensuring strict quality control, look-development matching, and timely delivery across distributed pipelines.
- Executing advanced plate preparation, camera tracking, precise blue/green screen keying, and demanding invisible wire and artifact cleanup.

VFX Artist / Compositor
PGSPRODUCTION Studio

December 2017 – July 2021

- Executed high-end compositing, visual effects integration, and final grading for live-action feature films and commercial projects.
- Collaborated closely with directors and supervisors to realize complex creative and technical VFX shots.
- Combined live-action footage with multi-pass CG assets, elements, and practical plates to achieve absolute photorealism.
- Managed challenging tasks in green/blue screen extraction, edge blending, and artifact cleanup.

VFX Artist / Compositor
PATISSON GRAPHICS Studio
October 2012 – November 2019

PORTFOLIO HIGHLIGHTS

- Nuke 19 Compositing Showcase: https://youtu.be/ThFkdzpNhHQ
- VEX, Compositing & 3D Art Collection: https://www.youtube.com/playlist?list=PLHzxYtitqmTHSmW12SVrMOlqOaYt_pXhZ

LANGUAGES

- Russian: Native
- English: Basic