UMANG TRIPATHI

CONTACT

+91 83590 65947
umangtripathi116@gmail.com
Mumbai, Maharashtra, India
ArtStation ↗

SKILLS

- Compositing (VFX)
- Camera Tracking & Roto
- Color Grading
- Video Editing
- Motion Graphics
- 3D / Environments

SOFTWARE

Nuke · Mocha Pro · Premiere Pro · After Effects · Photoshop · DaVinci Resolve · Unreal Engine · Blender

AI TOOLS

ComfyUI · ChatGPT · Seedance AI · Meta AI

EDUCATION

VFX & Animation
MAAC, Andheri
2023 – 2026

Bachelor of Arts
Madhya Pradesh Bhoj (Open) University
2021 – 2024

CERTIFICATIONS

Unreal Engine 5 – Beginner to Intermediate (Coursera)

Video Editing with Adobe Premiere Pro (Udemy)

Color Grading Masterclass (Domestika)

LANGUAGES

Hindi (Native)
English (Professional Working)

VFX COMPOSITOR

Video Editor · AI Creative Artist

Detail-oriented VFX compositor and video editor with hands-on production experience in tracking, rotoscoping, keying, and CG integration. Comfortable across the full post pipeline — from live-action cleanup and color correction to Nuke-based compositing and AI-assisted creative workflows.

EXPERIENCE

Junior Compositor — Citrus Ink Studios Pvt. Ltd., Mumbai | 2 months

- Worked on roto, clean-up, and keying for live-action shots in Nuke.
- Supported tracking and compositing tasks under production deadlines.
- Followed studio pipeline and review feedback to deliver shots on time.

Compositor Intern — Resosance Digital LLP, Mumbai

- Delivered clean-up, compositing, and seamless CG integration on live-action projects under production deadlines.
- Handled tracking, rotoscoping, keying, and color correction across a range of shots.
- Collaborated closely with the production team to maintain shot quality on tight turnarounds.
- Built hands-on familiarity with a professional VFX pipeline from ingest to final delivery.

FEATURED PROJECTS

VFX Compositing Project *— Nuke · Tracking · Compositing*

- Integrated CG elements into live-action footage using 3D tracking, roto, keying, and advanced compositing techniques in Nuke.

Cinematic Military Base — Unreal Engine *— Level Design & Lighting*

- Built a photorealistic military base environment in Unreal Engine 5 using Megascans assets, atmosphere, and lighting.

Short-Form News Edits *— News · Reels · Shorts*

- Edited 60–90 second vertical news videos with strong hooks, captions, and pacing tuned for retention.

" I don't just edit videos, I craft experiences. "