KENNETH AU | VFX COMPOSITOR

e-mail: auvisualeffects@gmail.com AuVFX.com IMDb

MISSION

Work with a great team of VFX professionals in a healthy creative atmosphere for like-minded individuals. Engage with artists and supervisors, sharing the magic of film making at its finest balancing creativity, budget and time.

WORK EXPERIENCE

In-house Artist (remote)
Bride Lake Productions · Contract
Mar 2024 - Dec 2025
Los Angeles County

In-house compositor on Stranger Things 5, contributing to post-visualization and final-pixel compositing. Specialized in CG integration and invisible VFX including detailed clean-ups and wire removals, supporting performance continuity and maintaining the show's grounded, cinematic aesthetic.

In-house Artist (remote)
Legendary TV Entertainment
Sep 2022 – Aug 2023
Los Angeles, California

Compositing postvis & final shots for episodic show (NDA).

Skills: Beauty work, Green Screen, clean up, tracking, retime, split comps, burn-ins

In-house VFX Artist (remote)
Wooden Boy Productions
Mar 2022 - Aug 2022
Portland, Oregon

In-house VFX team for Guillermo del Toro's Pinocchio. Work on final comps with supervisor & manager in weekly goals and keep track on Shot Grid.

Skills: Green screen keying, rig removal, cleanup

Post-Vis / In-House Compositor (remote)
HBO Productions
March 2021 – Jan 2022
Los Angeles, California

Part of a remote VFX in-house crew to create post-vis and final comps to eight episodes for DC Comic, Peacemaker project. Worked closely with Digital VFX Supervisor & coordinator for day to day progress. Follow tech spec, Shotgrid and daily Zoom meetings with ClearView.

Software: NukeX, Nuke Studio, Moca Pro, Silhouette.

Skills: Wire removals, clean-ups (some with CG elements), retime, split comps, burn-ins, muzzle flashes & blue-screen comps.

VFX Supervisor/ Nuke Compositor
Exceptional Minds Studio
Apr 2016 – March 2020
Los Angeles, California

Supervise all VFX related projects, training and mentor artist. Help bidding process, support I/O, and implement tech specs and final checks for deliveries. Understand and support VFX work flow and setups proper colorspace, CDL, and Avid quicktimes.

Software: NukeX, Nuke Studio, After Effects, Mocha AE, Silhouette, Deadline, CARA VR, AVP, APG, Skybox Studio.

Skills: Roto, Paint, Re-time, Monitor Burn-ins, Keying, Rig Removal, Projections, Nuke Particles, Nuke Smart Vector, 360 stitch and comp.

Film& TV Credits:Prison Break, Scales: Mermaids Are Real, Doctor Strange, The Mummy, Thor: Ragnarok, Justice League.
Exceptional Minds is a Non-Profit Animation & Visual Effects School & Studio for Young Adults on the Autism Spectrum.

Nuke Compositor
Elysian Fields Entertainment
Los Angeles, California
November 2015 – February 2016

Look development and final comps for a sci-fi film. Working with Arnold multi-channel renders, greenscreen plates and 3D comp integration.

Skills: Green screen keys, Rig removal, Rotopaint, Planar Tracking, positiontopoint, p_matte, reconcile 3D, Relight. Use of facility gizmo, OCIO with Aces viewer.

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Nuke Compositor
John McNeil Studio
Berkeley, California

September 2015, December 2014 - January 2015

Rig removal on videos for interactive Apps. Monitor inserts for cooperate video.

Skills: Rotoscoping, Rotopaint, Tracking, Camera Track, Keying, Compositing

Nuke Compositor
Pixomondo, PEK
Beijing, China
April 2015 - July 2015

Nuke compositor on a major Chinese feature film. Worked with VFX Supervisor for look development on master shots and final composites. Master where used as reference and template for other compositors both in-studio and outside vendors.

Skills: Green screen keys, Rig removal, Rotopaint, Matte painting projections, 2D, 3D & planar tracking plus warping. Use of facilitygizmo, Shotgun job tracker, Deadlinerenderer and RV playback.

Nuke Compositor / VFX Supervisor & Producer

Au VFX
www.AuVFX.com
Moraga, California
October 2009 – November 2014

Au VFX is a group of freelancers from Mexico and the Philippines under the supervision of Kenneth Au that provides the following services:3D animation, Compositing, Color grading and Sound Score.

- Bidding and budgeting for all incoming proposals including writing of project agreements & contracts. Monitor and update all VFX schedules and quality control for delivery of shots.

- Contract artist for the project hired and supervise all aspect of VFX production.

- Hands on support for compositing.

- Major work include 'Sentient', a short film by winners of the 2011 Academy of Motion Picture Arts & Sciences Nicholl Fellowships in Screenwriting. Kenneth Au worked closely with writers &director team, The Vang Brothers (BurleeVang& Abel Vang) onset. The VFX production was also produce, supervised and some composite by Kenneth.

Technical Skills: NukeX, Adobe Premiere Pro, Magic Bullet Looks, Adobe Audition, Isotope

Film Credits: Los Super, Island Dreams, Sentient

Nuke Compositor/ Film Producer/Colorist
Kenau Pictures Production
Manila, Philippines
August 2012 – December 2014

Kenau Pictures Production is a new indie film company started up by Kenneth Au. The first film 'Island Dreams' was shot in the Philippines with a small cast and crew. He wrote the original screenplay and character development. Is a romantic comedy that features interracial relationships, Filipino arts like Arnis (stick fighting), music and language. He also worked as a colorist for the film and produced DCP for theatrical release.

Additional Skills: VFX Supervisor, Compositor, Colorist, Editing support, Sound Design support, Graphic Design.

Technical Skills: NukeX, AdobePremiere Pro, Adobe Audition, Magic Bullet Looks, Isotope RX

Film Credit: Island Dreams

On Set VFX Supervisor
Fida Films
Istanbul, Turkey
June 2012 – July 2012

On set VFX Supervision & Consultation for production of Canakkale 1915 Resurrection

Ken worked on set as a VFX Supervisor to support and advice over 100+ VFX shots for the recreation documentary of a WWI battle Canakkale 1915 in Canakkale, Turkey. He offers

technical skills and making sure each VFX shots has the necessary requirement for digital production. His other duties include communication between post-production and VFX production company of daily progress and facilitate their needs and technical requirements for their digital pipeline.

Skills: Shoot HDRI reference balls, logistical survey, direct blue-screen shoots, tracking application, track all VFX shots, camera logs and reference stills. Also test detail shots on NukeX for keying abilities.

Film Credit: Çanakkale 1915

On Set VFX Supervisor
Aksoy Film
Istanbul, Turkey
May 2011 – July 2011

On set VFX Supervision & Consultation for production of Conquest 1453 Battle Sequence

Worked closely with director, producers, set supervisor and assistant directors for production planning all the way to onset supervision of battle sequences. Give advice to

color grading & editing sessions. Also supervised element shooting such as practical, clean plates and background plates using traditional film and digital camera (RED Epic). Kenis also responsible for communication with VFX studio and delivers digital stills, daily notes and camera logs.

Skills: Shoot HDRI reference balls, logistical survey, direct blue-screen shoots, tracking markers application, track all VFX shots, camera logs and reference stills. Test shots on NukeX for keying abilities.

Film Credit: Conquest 1453

Sequence VFX Supervisor/ Nuke Compositor
ePics FX Studio
Mexico City, Mexico
August 2010 – November 2010

Contract for the war epic film 'Conquest 1453'. Work with in-house supervisor to create various shot sequence for staff artist. Plan daily review for production progress with group meetings and individual. Plan daily web meeting with production house for approval of shots to final stage. Created shot sequence management update on Excel. Provide recommendation of software and training for staff. Also demo various technical knowledge how to make a shot work.

NukeX Skills: Pipeline setup, demo of operations, 3D Camera tracking, 3D Compositing and Stereoscopic Compositing

Credits: Conquest 1453, Gasprom (stereoscopic short film), Jelibon (commercial spot)

Onset VFX Coordinator/Supervisor
Menfond, Hong Kong
Beijing, China
July 2009 – September 2009

Onset VFX consultant for the movie 'The Karate Kid' with Jackie Chan and Jaden Smith.

Responsible for working with director, producers and technical crew on visual effects requirements and oversea all VFX filming. Created and document VFX scene breakdown of elements and took necessary digital stills for VFX studios.

Film Credit: The Karate Kid

Compositor/Inferno Artist
Rhythm & Hue Studio
Los Angeles, California

March 1999 – October 2008

Worked on various films and commercials with proprietary node base software (identical to Shake/Nuke) and Discreet Inferno from research and development stage to finalized shots assigned by supervisors. Also worked with outside production crew, art directors, directors and film studio reps for demos and dailies. Composed final shots from varies elements including film scans, matte painting, practical plates & CGI elements into a finished finalized shot for delivery.

Feature Film Credits: End of Days, Anna and the King, Fantasia/2000, Batlefield Earth, Hollow Man, Little Nicky, Red Planet, Dr. Dolittle 2, Harry Potter and the Sorcerer's Stone, The Sum of All Fears, Scooby-Doo, Stuart Little 2, Solaris, Daredevil, X-Men 2, Dr. Seuss' the Cat in the Hat, Garfield, Around the World in 80 Days, Flight of the Phoenix, Elektra, The Skeleton Key, The Fast and the Furious: Tokyo Drift, Superman Returns, Charlotte's Web, Night at the Museum, The Kingdom

Digital Artist
VIFX
July 1997 – February 1999
Los Angeles, California

Screen Graphics & Digital Compositor for film. After Effects and Propriety Node-base compositing system (Chalice).

Feature Film Credits: Face/Off, Titanic, The X files, Star Trek: Insurrection

EDUCATION

BFA, Computer Graphics
February 1986 - July 1990
Pratt Institute | Brooklyn, NY

Received a solid foundation of study in computer-generated images, its technology & history in area of 2D, 3D and desktop publishing. Pratt Institute not only provides me the skills but also the art and design foundation as well.

REFERENCES

Criag Seitz
VFX Digital Supervisor
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Jessica Smith
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Harry Lam
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