

MANDEEP SINGH SAINI

EMAIL: saini.mandeepsingh@outlook Citizen : Indian

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Professional Summary:

Innovative and detail-oriented VFX Compositor with 10+ years of experience in the film and television. Creative, motivated and problem solver with a great eye and attention to detail. Adept at integrating complex visual effects seamlessly into live-action footage, utilizing advanced compositing software such as Nuke. Proven track record of delivering high-quality visual effects under tight deadlines, collaborating effectively with directors, producers, and fellow artists to achieve the desired creative vision. Skilled in colour grading, projection, keying, and motion tracking, with a strong understanding of project needs and artistic principles. Committed to pushing the boundaries of visual effects to create stunning, immersive experiences that captivate audiences. Highly hard working, reliable and productive.

Demo Reel: <https://vimeo.com/1139630247>

WORK EXPERIENCE:

- Sr. Compositor- DIGITAL DOMAIN
India, Hyderabad
Jan 2026 - Present
- Sr. Compositor- MPC STUDIOS (MR.X)
Toronto, Canada
Jan 2022 - April 2023
- Sr. Paint / Roto Artist – FRAMESTONE STUDIOS
Montreal, Canada
May 2021 – Jan 2022
November 2019 - November 2020
- Sr. Paint / Roto Artist – CINESITE STUDIOS
Montreal, Canada
November 2016 - November 2019
- Compositor – PRANA STUDIOS
Mumbai, India
March 2013 - November 2013
- Compositor – PRIME FOCUS LIMITED
Mumbai, India
October 2011 – August 2012
- Compositor(2D Paint) – RELIANCE MEDIA
Mumbai, India
February 2010 – September 2011
- Junior Compositor– RED CHILLIES VFX
Mumbai, India
Feb 2009 - Jan 2010
- BG Prep / Roto Artist– RED CHILLIES VFX
Mumbai, India
April 2008 – Feb 2009

CANADIAN PROJECTS:

- Transformers: Rise of the Beasts
- Prehistoric Planet (S2)
- Ant-Man and the Wasp: Quantomania,
- Landscape with Invisible Hand,
- Chupa
- Spider-Man (No way home)
- The Tomorrow War
- The Suicide Squad2
- Army of the Dead,
- Jack Ryan2
- Lost In Space2
- Raising Dion
- Angel has Fallen
- Rocket man
- Murder Mystery
- The Predator
- Mary Poppins Returns
- Vice
- Ant-Man and Wasp
- Lost In Space
- The Commuter and American Gods

INDIAN PROJECTS:

- Ek thi Dayyan, Joker
- Cocktail, Tezz
- Agent Vinod
- Jannat-2
- Players
- Kite
- De Dana Dan
- Kurbaan
- Billu
- Dostana
- My Name Is Khan, Drona
- Leospad (Game Videos)

LINKEDIN: <https://www.linkedin.com/in/mandeep-singh-saini-7025a418/>

IMDB: <https://www.imdb.com/name/nm7271209/>

EDUCATION:

- **Diploma in Visual Effects for Film and TV**
March 2015 – March 2016
Vancouver Institute of Media Arts (VanArts), BC, Canada
- **Certificate of Spoken English Proficiency Program**
Jan 2014 - 30th June 2014
- **Diploma in Future Arts**
2006 - 2007
Maximus School of 3D Animation & Visual Effects
MUMBAI, INDIA
(Authorized Training Centre of Autodesk)
- **Higher Secondary Education (HSC)**
2005-2006
Kendriya Vidyalaya (CBSE)
New Delhi, INDIA

SOFTWARE:

- Nuke
- Mocha Pro
- ShotGrid
- Linux
- Python (basics)

SKILLS:

- Full CG Compositing
- CG and Live action
- Color matching
- Projection Mapping
- Grading
- Task completion
- Problem solving
- Keying
- 3d and 2d Compositing
- Grain

PROFESSIONAL SKILLS:

- Understand the requirement of shots and vision of Visual effect supervisor or Client.
- Capable of managing multiple tasks and meeting deadlines while maintaining high-quality work.
- Have the ability to comprehend and navigate complex scripts efficiently.
- Skilled in quickly understanding and integrating custom gizmos and groups provided by supervisors into existing workflows.
- Extensive experience in utilizing and manipulating deep image passes within Nuke, enhancing compositing flexibility and achieving superior integration of CG elements with live-action footage.
- Effective teamwork and communication skills, working closely with supervisors and other artists to achieve project goals.
- Meticulous in ensuring that every detail of the VFX work is accurate and aligns with the project's vision.
- Technically proficient to perform all comp tasks with Nuke and capable of troubleshooting support for other artists' problem shots.
- Strong artistic skills including a strong sense of color, lighting, perspective, scale, and composition.
- Ability to adapt to changing project requirements and new technologies in the VFX industry.
- Excellent ability to troubleshoot and resolve technical and creative challenges during the VFX process.