



GEORGE NUTT

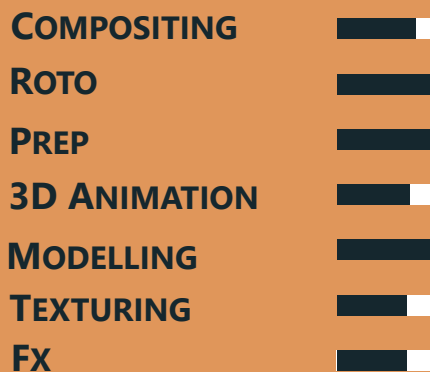
VFX/ QA Specialist

PERSONAL PROFILE

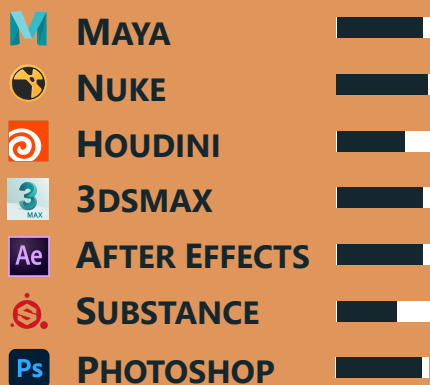
I am a 2D artist/ QA engineer with 3 years experience in the VFX industry and a Master's degree in Digital Visual Effects. I am currently working as a QA Engineer at Foundry.

I have a strong interest in comp, editing/timeline + creating python tools, especially in Foundry products.

PROFESSIONAL SKILLS



SOFTWARE SKILLS



PORFOLIO LINKS

- youtube.com/@GeorgeTN
- artstation.com/gtn493
- georgenutt.com
- linkedin.com/in/george-nutt



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Wickford, Essex



Reels: FX Generalist Matchmove Compositing Modelling



WORK EXPERIENCE

Jan 2024

- Present



QA Engineer



Foundry.

(Hybrid) London, UK

- Vigorously testing new features being implemented into Foundry products. Such as: Nuke, Studio, Hiero, HieroPlayer, but mainly the timeline products.
- Working with Devs and Project Managers to contribute to ideas including new features for products stated above.
- Helping to ensure an efficient vfx pipeline from Nuke all the way to HieroPlayer.

Jul 2023

- Dec 2023



Roto/Prep Artist



Bluebolt

(Hybrid) London, UK

- Working in Nuke to prep, roto, key and track plates.
- Using shotgrid and Mocha to submit and 2D/3D track shots.
- Occasionally compositing 2d elements into shots.
- Currently working on unannounced TV series.

Mar 2023

- Jul 2023



Roto/Prep Artist



FixFX

(Remote) Glasgow, UK

- Working in Nuke to prep, roto, key and track plates.
- Using shotgrid and Mocha to submit and track shots.
- Currently working on an upcoming Apple TV show (2024) and Outlander S7 (2023)
- Occasionally compositing 2d elements into shots.

Dec 2021

- Dec 2022



3D Generalist



iSiteTV

Colchester, UK

- Generalist 3D role involving every aspect of the vfx pipeline using 3dsMax, After Effects and Houdini.

- Mainly responsibilities were Modelling, Texturing, Animation, Environment creation, Rendering, FX.

EDUCATION

2020-2021

MSC DIGITAL VISUAL EFFECTS

UNIVERSITY OF KENT

Kent, UK



- Received Distinction of Masters in Science
- Taught by industry professionals with experience at some of the largest VFX companies.



Course included:

Advanced 3d Modelling | FX simulation | Technical Direction | Look Development | Compositing in Nuke | Pre-visualisation



2017-2020

BSC MULTIMEDIA TECHNOLOGY AND DESIGN

UNIVERSITY OF KENT

Kent, UK



Degree taught by industry professionals investigating web design, photography, mobile app development, 3D animation, game development, and VR/AR.

