

Woo Seok Han

Compositor

www.wooseokvfx.com
wooseokvfx@gmail.com

Skills

Compositing, 2D/3D Multipass Compositing, Rotoscoping, BG Prep, Paintout, Keying, 2D/3D Planar Tracking, Digital Makeup, 3D Projections, Colour Correction, Grain Matching, CG Integration, Matchmoving, 3D Modeling, 3D Texturing

Work / Experience

Vitality VFX <i>Compositor</i>	<i>Fear Street Trilogy</i> <i>Jupiter's Legacy</i> <i>The Main Event</i>	Jan 2020 – Present <i>Vancouver, Canada</i>
Solstice Studio <i>Compositor</i>	<i>Unhinged</i>	April 2020 – May 2020 <i>Vancouver, Canada</i>
MPC <i>Compositor</i>	<i>Maleficent - Mistress of Evil</i> <i>Sonic the Hedgehog</i>	Aug 2019 – Nov 2019 <i>Vancouver, Canada</i>
Vitality VFX <i>Compositor</i>	<i>The Irishman</i> <i>Sextuplets</i>	Mar 2019 – Jul 2019 <i>Vancouver, Canada</i>
MPC <i>Compositor</i>	<i>Pokemon Detective Pikachu</i>	Dec 2018 – Mar 2019 <i>Vancouver, Canada</i>
Method Studios <i>Roto/Paint Artist – Practicum Student</i>	<i>Fantastic Beasts – The Crimes of Grindelwald</i>	June – Aug 2018 <i>Vancouver, Canada</i>

Education

Lost Boys School of Visual Effects <i>Advanced Visual Effects Compositing</i>	Sept 2017 – Jun 2018 <i>Vancouver, Canada</i>
SF Film School <i>3D Modeling & Texturing, Digital Compositing</i>	Mar 2017 – Aug 2017 <i>Seoul, Korea</i>
Langara College <i>Computer Science and Mathematics</i>	Jan 2009 – Mar 2012 <i>Vancouver, Canada</i>
University of Wisconsin <i>Mathematics</i>	Sept 2003 – May 2006 <i>Madison, USA</i>

Software

Nuke, Mocha, Silhouette FX, Maya, Java, C++