

Artem Andreev

Nuke compositor · Middle · metraveer

I build shots nobody can tell were built.

Looking for a studio position

Lipetsk, Russia · Moscow time (UTC+3)

Age: 29

Remote · open to business trips

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CONTACTS

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GitHub: github.com/metraveer

LANGUAGES

Russian — native; English — technical: I read software UI and documentation

SOFTWARE

NukeX	2025+ main tool
After Effects	2018+ expert
Mocha Pro	2020+ confident
PFTTrack	basic
Unreal Engine	2023+ confident for CG scenes
Blender	2023+ working
DaVinci Resolve	2024+ working
Premiere Pro	2016–2025 confident
Photoshop	2015+ confident
Illustrator	2023+ working
ShotGrid	2024+ working
Claude Code	2025+ working
Git	2025+ working

SKILLS · 0–4

Roto	■ ■ ■ ■
Paint / clean-up / clean plate	■ ■ ■ ■
2D and planar tracking	■ ■ ■ ■
Keying / despill	■ ■ ■ ■
3D camera tracking	■ ■ ■ ■
Grain management	■ ■ ■ ■
Defocus / motion blur / optics	■ ■ ■ ■
Lens distortion / STMap	■ ■ ■ ■
Retime / optical flow	■ ■ ■ ■
Linear workflow / colour science	■ ■ ■ ■
ACES / OCIO	■ ■ ■ ■
Multichannel EXR / AOV	■ ■ ■ ■

ABOUT

Nuke compositor based in Lipetsk, Russia. Compositing since 2020; before that I shot, edited and made broadcast graphics for TV. I work in NukeX, manage colour in ACES 2.0 and do roto by hand. Films, series, music videos, commercials.

I came to compositing from behind the camera: for years I shot, lit and edited. So I look at a frame like a camera operator — which lens, where the light source is, how the sensor behaves — and make sure every added layer obeys the same optics and the same light as the plate.

HOW I WORK

- **Linear workflow.** I comp in linear space: there a pixel is proportional to the real amount of light, so adds, blur, defocus and motion blur behave the way they do in a camera, and bright highlights and CG in float aren't clipped at 1.0.
- **ACES 2.0 / ACEScg.** My whole pipeline runs on ACES. Footage from different cameras and colour spaces goes to one standard and is delivered in whatever space the client needs, without distortion.
- **EXR.** My main format for internal stages.
- **Metadata.** From camera metadata I take the sensor, lens, focal length and aperture — for tracking and lens distortion.
- **Roto by hand.** It's on every shot, even when only keying was asked for. AI roto is only for rough previews.
- **Multi-pass keying.** Clean plate → base key in IBK → Keylight / Primatte / Ultimatte passes for core and edges → combine → despill through an edge matte and recolouring → match levels and colour to the background.
- **Prep and paint.** Removing markers, rigs and debris, stabilisation, rebuilding texture (including skin under markers), clean plates.
- **Tracking.** 2D and planar — in Nuke and Mocha Pro on almost every project. 3D camera — in Nuke (both the classic and the new 3D system), previously PFTTrack. 3DEqualizer is next on my list.
- **Lens distortion.** Undistort / redistort from lens grids and STMaps, overscan — so there are no empty edges after redistortion.
- **Grain.** Denoise → comp → grain restored with DasGrain.

WORK WITH VIDEO

KLIKKLAK: a café in Unreal Engine	2025
Commercial · client KLIKKLAK · UE scene and lighting, render passes, keying, compositing · Unreal Engine, After Effects	
KLIKKLAK: Morning Zen	2025
Commercial · 3D set in Blender, keying, tracking, clean-up, finishing · Blender, After Effects, Photoshop	

CG integration	■ ■ ■ ■
Cryptomatte	■ ■ ■ ■
Camera projection / 3D in Nuke	■ ■ ■ ■
Beauty rebuild from passes	■ ■ ■ ■
Relighting with Normals / Position	■ ■ ■ ■
Pipeline (ShotGrid)	■ ■ ■ ■
Python for Nuke	■ ■ ■ ■
Own gizmos and tools	■ ■ ■ ■
Optimising heavy scripts	■ ■ ■ ■

Eldar Dzharakhov, ant-sized	2025
"Podcast No. 1" · Huawei ad segment · Keying, integration into plates and a phone screen, shadows, colour matching · After Effects, Photoshop	
They Are in the Sky	2025
Personal project for Victory Day · full CGI · Direction, environment, lighting, rendering, editing – all by me · Unreal Engine	
Need more time	2024
New Year short · with the DETY collective · Scene, lighting, rendering, compositing · Blender, After Effects	
Villa Monteriggioni	2025
Assassin's Creed fan project · Environment, lighting, compositing · Unreal Engine, Blender, After Effects	
LOGINOF — 3D mascot	2025
Character for the LOGINOF Telegram bot · 3D modelling and texturing	

CREDITS

AJ Tracey — Friday Prayer	2025 · music video · Compositing Artist
feat. Headie One & Aitch. With the DETY CGI studio, together with Spirit View. Directed by Late Milk.	
Tommy Cash — OK	2025 · music video · Clean-up
Clean-up: removing everything that shouldn't be in the frame. Work that's meant to be invisible.	

PATH

Early years	DJ → sound engineer → photographer → videographer. Video is where I stayed.
2019 · LSPU	University · Lipetsk State Pedagogical University. Founded and ran the student TV channel. First STV LSPU, then just STV; after I left it became MEDIKUB. Bachelor's and master's degrees (2019) in social work.
2019–2022	Lipetskoe Vremya TV channel. VFX and motion design at a TV channel. Channel branding, live broadcast graphics, a system that sped up graphics work for editors; towards the end – directing and producing promos.
2020	Started compositing. "Digital design basics" course (Netology).
2021 →	Freelance compositing artist. Since 2021 and to this day.
2021–2023	Lipetsk Cultural Spaces. Motion design, shooting and editing. Years with a camera in hand – that's where my camera operator's eye comes from.
2022	First big project. A space series for a TV channel (under NDA, never released).
2023–2024	Films, series, music videos. In 2023 I picked up Unreal Engine and Blender, in 2024 – ShotGrid and DaVinci Resolve. That's also when I first looked at Nuke.
2025	Taught at MediaLab. For three months I taught a video production basics course at a social media production school. The course ended with commercials the students shot themselves.
late 2025	Started Nuke. With the ARGUNOV.SCHOOL lessons.

2026 · now

Now. Fully in NukeX. Gridman, CueWave. Looking for a studio position – remote, or on-site when the job needs it.

WORKED WITH

Ruslan Usachev, Eldar Dzharakhov, Andrey Sary, Nikita Nikitin, Alina Pyazok, Stas Ernik, Marko Krasso, Oliver Tree, Little Big, Tommy Cash, AJ Tracey, NBA YoungBoy

Dokino Studio, KlikKlak, KoalaFX, Legio Felix, VK, STS, NTV, NLMK

Most of my work is under NDA. I can show closed projects in person – just ask.