

Sung Eun Moon

VFX COMPOSITOR

VFX Compositor with 10+ years of experience in high-end post-production in NYC. Highly skilled in Nuke for commercial and broadcast projects. Expanding expertise in AI-assisted workflows and generative tools. Experienced in supporting Flame timeline operations.

EXPERIENCE

Senior Compositor

Brand New School (Full-time)

Dec, 2019 – Present

- Compositing on commercial projects using Nuke and Flame. Managing complex multi-layer CG integration and client deliverables.
- Support Flame timeline operations and assist with conform and EDL workflows.

Mid compositor

The Mill (Full-time)

Jun 2015 – Nov 2019 · 4 yrs 6 mos

- Composited VFX shots for high-profile commercial and advertising campaigns.
- Collaborated with 3D, color, and editorial teams in fast-paced production pipeline

Intern–Junior Compositor

Shade VFX

Apr 2015 – May 2015 · 2 mos

Framestore

Nov 2014 – Mar 2015 · 5 mos

Brainstorm Digital

Oct 2014 – Nov 2014 · 2 mos

The Molecule

Jun 2014 – Oct 2014 · 5 mos

CONTACT



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SKILLS

- Foundry Nuke (advanced)
- Autodesk Flame (Timeline assist · EDL conform · Timecode management · Export pipelines)
- AI / Generative (I am actively exploring ComfyUI and gaining experience with Weavy.)

EDUCATION

School of Visual Arts

Bachelor of Fine Arts (BFA),
Computer Art
2010 – 2014