

Delbert Becerral Jr. (D.J.)

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PROFILE

- **Professional Nuke Compositing Artist** with over 9 years of experience in performing creative and technical tasks such as integrating seamless CG and photographed elements in live-action plate, roto/paint, matte extractions, and creating immersive and watchable 3D shots within the film/visual effects industry. Ability to collaborate with multiple departments and complete shots in a collaborative and fast-paced environment to ensure that production deadlines are met. Proficient in Nuke, with additional experience in Blender, Maya, DaVinci Resolve, After Effects, Photoshop, and Mocha Pro.

PROFESSIONAL EXPERIENCE

Freelancer

Freelance Nuke Artist - Los Angeles, CA (Remote)

Aug 2025

- Responsible for roto/paint tasks such as rotoscope, 2d/3d tracking, character removals, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and CopyCat matte extractions for the indie film "Death and Friends."

Luma Pictures Inc.

Compositor - Santa Monica, CA (Remote)

Feb 2022 - Nov 2023, Mar 2025 - May 2025

- Responsible for compositing tasks, such as extract and integrate mattes, 3d multi-pass compositing, set extension, and color grading within the comp department.
- Contributed to creating elements for templates as the match-to(hero) shots to propagate throughout shot sequences for continuity.

Junior Compositor - Santa Monica, CA (Remote)

May 2020 - Feb 2022

- Responsible for compositing tasks, such as extract and integrate mattes, 3d multi-pass compositing, set extension, and color grading within the comp department.

Roto/Paint Artist - Santa Monica, CA

Mar 2019 - May 2020

- Responsible for roto/paint tasks, such as rotoscope, 2d/3d tracking, rig removals, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and matte extractions within the roto/paint department.

Achievements:

- Contributed to roto/paint and comp tasks for *Spider-Man: Far From Home*, which won for Best Visual Effects and Animation at the 2019 AACTA Awards.

Hulu

Roto/Paint Artist - Los Angeles, CA

Jun 2018 - Sept 2018

- Responsible for roto/paint and comp tasks, such as rig removal, artifact cleanup, 2d element integration, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and color correcting elements to take shots to final within the VFX department.
- Worked directly with VFX editor, supervisor, and producer to address notes and complete shots in a timely manner.

Achievements:

- Contributed to roto/paint and 2d/3d tracking tasks, which led to the nomination of *The First (S1.E8 "Near and Far")* for Outstanding Supporting Visual Effects in a Photoreal Episode at the 2019 VES Awards.

Steelhead Inc. (formerly Deutsch Inc.)

Freelance Compositor - Los Angeles, CA

Aug 2017, Mar 2018

- Responsible for compositing tasks, such as rotoscope and paint repair/warping to finalize composite, utilizing Nuke 2.5d workflow to remove or enhance elements in a shot, and color correcting elements to take shots to final within the VFX department.

Legend 3D|VFX|VR

Stereo Compositor - Los Angeles, CA

Aug 2015 - Jun 2017, Sept 2017 - Feb 2018

- Responsible for stereo compositing tasks, such as making creative adjustments to correct stereo artifacts, adding dimension to 2D elements, enhancing or modifying the depth of 3D elements, making 2D adjustments with rotoscoping, plate correction/clean-up techniques and creating immersive VR experiences within the comp and VR department.
- Troubleshoot and optimized comp scripts with strong analytical problem-solving abilities for quality control and final rendering.
- Produced VR shots by completing tasks such as 2D stitching, rotoscoping, paint cleanup, smoke simulation and color correction to support the client's vision and story with an immersive, watchable and comfortable experience.

Achievements:

- Demonstrated exceptional stereo compositing on the *Justice League: Warworld Attacks* experience for the Warner Bros. Theme Park. This led to the completion of Legend's first stereo conversion for a theme park ride.
- Successfully completed rig removals and Maya smoke simulations for the New York Times VR project *Take Flight*. This saved time and money from outsourcing and contributed to winning the 2017 Lumiere Awards for Best Journalism Experience.
- Implemented advanced color correction techniques with strong color sensibility for the VR project *The Click Effect*. Contributed to winning the 2017 Lumiere Awards for Best VR Documentary.

Legend 3D

Jr. Stereo Compositor - Carlsbad, CA

Feb 2014 - Jul 2015

- Responsible for stereo compositing tasks, such as making creative adjustments to correct stereo artifacts, adding dimension to 2D elements, enhancing or modifying the depth of 3D elements, making 2D adjustments with rotoscoping, plate correction/clean-up techniques and creating immersive VR experiences within the comp and VR department.
- Set and animated elements for stereo conversion with excellent stereoscopic vision to ensure quality meets Stereo Supervisor and clients quality standards.

Achievements:

- Demonstrated exceptional stereo compositing for Sony Pictures *The Walk*. Contributed to winning the 2016 Lumiere Awards for 3D Scene of the Year.
- Successfully made creative adjustments to complete shots under bid hours. This saved time and money by reducing a week's worth of work to 1-2 days.

Mitchell International

VFX/Motion Graphics Artist - San Diego, CA

Mar 2013 - Apr 2013

- Responsible for VFX and Motion Graphics tasks, such as animating computer graphics, lighting and rendering 3D elements, and 3D projection within the design and marketing department. Provided motion graphics with artistic and technical skills to clearly and visually showcase the property and casualty claims charts.

EDUCATION & CERTIFICATIONS

Certification - LPI Linux Essentials

Feb 2019

PDC (Linux Essentials Professional Development Certificate)

The Art Institute of California - San Diego

Jul 2009 - Mar 2013

Honors Bachelor of Science - Media Arts and Animation