

VILJAM STEINSETT STROEM

J U N I O R C O M P O S I T O R



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<https://steinsettvfx.github.io/>



youtube.com/@Steinsett_VFX

SKILLS

- NukeX
 - UVPaintout
 - Greenscreen
 - Cg_Integration
- 3de4
 - Tracking
 - Distortion
 - Mocap
 - Multi cam
- Houdini
 - Solvers
 - DOPS/SOPS/TOPS
 - USD/Solaris
- General
 - Python
 - Hscript/Vex
 - Maya/Mel
 - Render_Wrangle
 - Modeling/Texturing

QUALIFICATIONS

Visual Effects and Animation

BSc (Hons) W621

University of Bolton

2022-2025

Art Design and Architecture

Sandefjord Videregående Skole

2019-2022

REFERENCES

Available on Request

PROFILE

I have been practicing general VFX for 5 and 3 years in compositing. The advantage of knowing what to expect from a render leaves me with the ability to communicate any problems or challenges, as well as having programming in my toolbelt I can troubleshoot/maintain custom tools, and to improve and iterate as requested.

WORK EXPERIENCE

The Forever Zone (ATOMIC)

Jul.2024-Apr.2025

As the onset VFX supervisor for Atomic, the workday was nights and early mornings, a shooting day often being 12+ hours. Daily adjustments and live changes from the director, required patience and rapid problem solving to work together with the camera crew as well as set runners for setting up each shot. Delivered a total of 17 filmed Shots.

Circle K E-18 Larvik - Circle K

Jun.2023-Oct.2024

As an employee at circle K, the workday was hectic. Being able to collaborate and work under pressure while being able to find new solutions to problems, communication was key to a good day's work.

Rema 1000 - Reitan Retail

Sep.2016-May.2022

As an employee at Rema 1000 Pindsle, I would start the workday by planning the day's work alongside the other senior employees and made sure the team would always complete the work at the end of the day. I was responsible for training new employees and maintaining equipment.

Elevrådsleder - Sandefjord Videregående School

Aug.2020-May.2022

As president of the student council at Norway's largest high school, I worked as a cog of a large machine. Timing projects and delivering on deadlines, discussing progress, and presenting it to a large audience was a weekly occurrence.

KEY PROJECTS

The Forever Zone (ATOMIC)

Jul.2024-Apr.2025

Continuing as the VFX supervisor and providing the core of the project such as stmaps for distortion and tracks for shots. Quickly developing assets and a pipeline, as well as securing rounds with each artist (7) where feedback and help solving solutions and to deliver before the established deadline was a priority. Delivered a total of 23 sequences.

LACERATION

Sep.2023-Jan.2024

Working on the filming, and recreation of the face, I acquired knowledge of how to work with makeup FX and the keentools plugin for nuke. In addition to learning new tools in nuke I was also able to work with the 3de4 tracking tools.

HOBBIES & INTERESTS

Hi, I am from Sandefjord. Norway, and live in the UK. I love tinkering with programs and computers. I enjoy both technical and artistic approaches to solving a challenge. Big fan of LOTR, drones, computers, and mountain hiking!