

# MAURICIO GIDI

Monterrey, Mexico (Remote) | [mauricio-gidi.github.io](https://mauricio-gidi.github.io)  
+52 81 1724 2793 | [mgidi0098@gmail.com](mailto:mgidi0098@gmail.com)  
[Vimeo](#) | [IMDb](#) | [LinkedIn](#) | [GitHub](#)

Compositing TD (Tools) | Pipeline TD (Compositing Pipeline)

Compositor transitioning into Pipeline/Tools, building production-facing Nuke + Python automation with an artist-support mindset (reliability, scope control, clear handoffs, deadline troubleshooting).

Python | Nuke | Qt UI | Git / GitHub | Java | Automation | Support/troubleshooting | ACES | EXR | Maya

## TOOLS PROJECTS

### NUKE HEAVY NODE OPTIMIZER

[PUBLIC](#)

- Built a Nuke tool to toggle a configurable set of heavy node classes to improve script interactivity during iteration.
- Non-destructive by design: only touches each node's disable knob, enabling safe "working ↔ final" switching.
- Added an artist-facing UI for class presets and repeatable setup; documented install/usage.

### NUKE TOOLSETS

[IN PROGRESS](#)

- Built a Nuke-integrated toolset manager: insert .nk toolsets and run .py toolsets via a standard execute() entry point.
- Defined schema (<toolset>/data.json + toolset.nk|toolset.py) with configurable root via NUKE\_TOOLSETS\_ROOT.
- Reliability: surface invalid/missing toolsets with visible warnings and "how to fix" hints (pipeline-support friendly).

## EDUCATION

### HARVARD UNIVERSITY

Master's Degree in Computer Science,  
Extension Studies  
*Online - USA*  
SEP 2025 - PRESENT

### VANCOUVER FILM SCHOOL

Diploma in Compositing  
*with Honours*  
*Vancouver, Canada*  
JAN 2023 - JAN 2024

### TECNOLÓGICO DE MONTERREY

B.A. in Digital Art  
*with Honours*  
*Mexico City, Mexico*  
AUG 2020 - JUL 2024

## EXPERIENCE

### COMPOSITOR

Melocotón Studio - Warner Bros. Discovery (Remote – Mexico)  
MAY 2024 - DEC 2024

- Delivered shots under ACES with strict QC discipline (pixel integrity under extreme color checks) in a high-feedback loop (lead + supervisor).
- Maintained clean handoffs and predictable iteration in remote collaboration (fast turnarounds, version discipline).

### COMPOSITING / VFX SUPERVISOR

Caronte Productions (Monterrey, Mexico)  
MAY 2024 - NOV 2024

- Provided preproduction guidance (angles, movement, capture details) for VFX-heavy beats.
- Authored on-set guidelines for gunshots/blood/smoke-dirt to improve believability.

---

# EXPERIENCE

## COMPOSITOR

Le Loup Studios (Remote - USA)  
AUG 2024 - OCT 2024

- Delivered ~50 shots solo under high urgency by building repeatable shot-type approaches (tracking strategy, motion blur, exposure) to keep results consistent across a sequence.

## EDITOR AND COMPOSITING

Casa Protexa (Monterrey, Mexico)  
FEB 2024 - MAR 2024

- Led a 7-person post team with structured handoffs and controlled iteration (single revision stream, clear responsibilities) to hit delivery.

## COMPOSITING / DIGITAL MAKEUP

Tsietsi Films (Remote - USA)  
APR 2024 - MAY 2024

- Digital wound, 11-shot sequence; maintained consistency across cuts (occlusion/contact continuity).

## COMPOSITING / FX

Videomentum (Remote - USA)  
MAR 2024 - APR 2024

- Blood splatters for fight sequences; reactive shield/forcefield hit effects (sparks/impact response).

## 3D AND MOTION GRAPHIC ARTIST

Inm3rsión (Mexico City, Mexico)  
OCT 2022 - DEC 2022

- ~12-minute training intro video (After Effects, Maya, Nuke, Substance 3D Painter).

## COMPOSITING / VFX SUPERVISOR

Vancouver Film School (Vancouver, Canada)  
DEC 2023 – FEB 2024

- Created realistic smoke effects and cleanup of logos and car plates.

## OWNER

Online Toy Store - Mercado Libre Mexico (Remote - Mexico)  
MAY 2020 - PRESENT

- Standardized workflows to sustain high-volume operations (historical peak 50+ sales/day).

---

# LANGUAGES

- Spanish (Native, CEFR C2)
  - English (Proficient, CEFR C1; IELTS Overall 7.5)
-