

# Raji Kodja

Sr. Compositor / Lighter

Fort Worth, TX / 503-880-5772 / [rajikodja@gmail.com](mailto:rajikodja@gmail.com) / [imdb](#) / [Linkedin](#)

Compositing Portfolio: <https://rkodja.github.io>

**Profile:** With 25 years of dedicated experience as a compositor, I specialize in crafting photo-realistic 2D and 3D renderings for television, animations, feature films, and the immersive realm of gaming. My expertise lies in effectively managing shifting priorities and multitasking, ensuring the delivery of high-quality results within collaborative studio environments.

**Skills:** My extensive skill set covers compositing, lighting, CGI & VFX integration, feature films, TV and video productions, as well as animations. Additionally, I excel in workflow and resource management, multi-pass compositing, and I'm proficient with tools including adobe, Nuke, Shotgun, Maya, Unreal, Godot, Mocha, Python, Html

## Experience:

**Encore Vfx:** For the last few years I've been compositing various television productions with a variety of vfx workflows. Cg integration, fx integration, keying, plate extension and projections as well as retimes.

At **Blizzard** in Irvine, CA, 2019-21, I was a utility compositor and lighter for in-game sequences in titles like *World of Warcraft* and *Overwatch*. My role involved compositing and lighting stylized sequences using In-Game Engine, Maya, and Nuke. I also contributed by lighting and capturing frames within the in-house Game Engine.

In 2018, at **Crafty Apes** in Atlanta, I was a key contributor to various films and episodics. This encompassed background replacement, live-action and CG integration, camera projections, tracking, rotoscoping, and beauty painting. Notably, I worked on the project *Lodge49* using Nuke, SynthEyes, and Mocha.

From 2007 to 2018, I contributed my compositor expertise to multiple projects at **FuseFX, The Molecule, Proof Inc, Bad Robot** in Los Angeles and New York. This covered animation, television, films, and theme park rides. Notable roles include being a senior compositor on projects such as *Call of the Wild*, *Aquaman*, *A Wrinkle in Time*, and *Star Wars: The Force Awakens*.

During my time at **Sony Pictures Imageworks** in Los Angeles from 1999 to 2011, I took on responsibilities for compositing and lighting using Nuke, Katana, and in-house tools. My efforts contributed to multiple feature films, including *Green Lantern*, *G-Force*, *Open Season*, *Anchorman*, *Cursed*, *Castaway*, and *Hollow Man*.

**Connect:** I'm open to new opportunities that leverage my expertise for dynamic projects. You can reach out to me via email or connect on LinkedIn.