

Raji Kodja | Compositing | Lighting

Texas | 503.880.5772 rajikodja@gmail.com / [imdb](#) / [Linkedin](#)

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

Profile: With 25 years of experience as a compositor/lighter, I specialize in crafting photo-realistic 2D and 3D renderings for television, animations, feature films, commercials and the immersive realm of gaming. Proficient in managing shifting priorities and multitasking within collaborative studio environments to ensure high-quality results.

Skills:

- Compositing, Lighting, Post Visualization, CGI & VFX integration for Feature films, TV, commercial, Animation and video productions.

Software:

- **Compositing:** Nuke, Adobe, Mocha, Syntheyes, Shotgun
- **CGI Lighting:** Maya, Unreal
- **Programming:** Python, Prompt Engineering, WordPress, HTML

Experience:

Encore Vfx: Sr. Compositor

- Various television productions with VFX workflows.
- CG integration, FX integration, keying, plate extension, projections.

Blizzard, Irvine, CA (2019-21): Sr. Compositor and Lighter

- In-game sequences in titles like World of Warcraft and Overwatch2.
- Compositing and lighting stylized sequences using In-Game Engine, Maya, and Nuke.

Crafty Apes, Atlanta (2018): Sr. Compositor

- Various films and episodics, background replacement, live-action and CG integration, camera projections, tracking, rotoscoping, and beauty painting.

FuseFX, The Molecule, Proof Inc, Bad Robot (2007-2018): Sr. Compositor

- Projects such as Call of the Wild, Aquaman, A Wrinkle in Time, and Star Wars: The Force Awakens.
- Expertise in animation, television, films, and theme park rides.

Sony Pictures Imageworks, Los Angeles (1999-2011): Compositor and Lighting

- Nuke, Katana, and in-house tools.
- Contributed to feature films, including Green Lantern, G-Force, Open Season, Anchorman, Cursed, Castaway, and Hollow Man.