Raji Kodja|Compositing |Lighting

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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. 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.