

# Raji Kodja

Sr. Compositor

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

**Profile:** I bring 25 years of experience as a compositor , specializing in crafting photo-realistic 2D and 3D renderings for television, animations, and feature films. My expertise as a Nuke specialist is matched by my skill in effectively managing shifting priorities, multitasking, and producing deliverables 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, Mocha.

## 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.