



## Work Experience

- 05/2024 - current ● **Comp Lair | Coach**  
VFX Compositing Coach. Helping the next generation of Compositing Artists on their journey towards career growth. Running weekly live Q&A group calls as a forum where course participants can ask questions about VFX leadership, Nuke Technical questions, and other VFX-related topics aiding in career growth.
- 11/2023 ● **Sony Pictures Imageworks | Senior Compositor**  
03/2024 Live action and CG integration, deep compositing, and look development.  
Ghostbusters: Frozen Empire
- 05/2022 ● **Barnstorm VFX | Compositing Supervisor**  
11/2023 Supervising compositing teams, running dailies, crewing and schedule assessment, shot assignment and QC, show setup, template/tools dev, shotgrid management, standardizing and automating processes between departments.  
One Piece | Star Trek: Strange New Worlds | Ted Lasso | For all Mankind | Bridgerton
- 08/2021 ● **Storm Studios | Compositing Department Lead**  
04/2022 Leading the comp team while compositing key shots, comp template and show tools development, show setups, standardizing processes between departments, writing automation and pipeline 2D tools and shot QC.  
Black Panther: Wakanda Forever | Spider-man: No Way Home | Three Wishes for Cinderella
- 12/2020 ● **Stardust Effects | Lead Compositor / Technical Director**  
06/2021 Leading the comp team, running dailies, QC, shot assignments, compositing and pipeline development.  
Ragnarok: Season 2 | Beforeigners: Season 2
- 04/2020 ● **Trixter | Senior Compositor**  
09/2020 Live action and CG integration, blue screen keying, deep compositing, python scripting for show tools.  
The Suicide Squad
- 12/2019 ● **Pixomondo | Senior Compositor**  
03/2020 CG integration and full CG compositing across multiple high end shows.
- 09/2019 ● **MPC | Sequence Lead / Senior Compositor**  
11/2019 Look development on hero shots, full CG shots and CG plate integration, while sequence leading.  
Sonic the hedgehog
- 06/2019 ● **Industrial Light & Magic | Digital Compositor**  
09/2019 Live action and CG integration, blue screen keying and deep compositing.  
Terminator: Dark Fate
- 02/2019 ● **Image Engine | Digital Compositor**  
06/2019 Live action and CG integration, green screen keying, full CG and deep compositing.  
Spider Man: Far From Home
- 11/2018 ● **GhostVFX | Senior Digital Compositor**  
12/2018 Live action and CG integration, look development and green screen keying for high end episodic.  
Star Trek Discovery Season 2
- 08/2017 ● **Weta Digital | Digital Compositor**  
11/2018 Live action and CG integration, green/blue screen keying, extensive deep and stereo compositing.  
Mortal Engines | Alita: Battle Angle | Maze Runner: The Death Cure
- pre 2017 ● See LinkedIn for work history precending 2017



## Technical Proficiency and Skills

Supervision / Team Management / Compositing / CG Integration / Deep / Tools & Pipeline Dev / Python  
Nuke / ShotGrid / Linux / OS X / Windows /Nuke Expressions & Gizmos  
Solution-oriented / Teamwork & Organizational Skills / Effective Communicator



## Education

- 2010 - 2013 ● Academy of Art University, San Francisco, USA | Master of Fine Arts, Animation and Visual Effects
- 2007 - 2010 ● University of Agder, Grimstad, Norway | Bachelor of Multimedia Technology and Design