

# Alex Hulse

## COMPOSITOR

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**10+ years feature film experience** across high-end VFX, specialising in complex integration. 2D/3D compositing, deep workflows, facial replacement, ML-assisted pipelines, and photorealistic problem solving. Experienced working in-house and remotely across major studios, trusted with technically complex and high-scrutiny shots.

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## Core Strengths

- Advanced compositing (Nuke)
- Facial replacement, de-aging & likeness work
- ML-assisted workflows & data preparation
- Deep compositing & multi-AOV pipelines
- 2D/3D integration & photorealism
- Look development & shot continuity
- Complex cleanup, roto & matte strategies
- Scripted workflows & render management
- Cross-department collaboration (CG, ML)
- Remote and in-studio production workflows

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## Selected Experience

### **Pixomondo — *Doctor Who (Season 2)* | Jul–Nov 2024**

Mid Compositor

Deep compositing, lighting continuity, multi-light-group management, shared tools and scripts.

### **Metaphysic — *Here, Furiosa* | Feb–Nov 2023**

Senior Compositor (ML / Facial)

Facial de-aging and replacement, ML plate prep, colour transfer, cleanup, KeenTools tracking, CopyCat mattes, CG/ML collaboration, 4K delivery.

### **Cruiser VFX — *UAE Videodrome* | Sep 2022–Jan 2023**

Senior Compositor — high-end commercial finishing.

### **Automatik — *Slingshot, Polite Society* | Jun–Sep 2022**

Senior Compositor

Destruction work, set extensions, nebulae, CG lens flares.

### **Fin Design — *Three Thousand Years of Longing* | Sep 2021–May 2022**

Senior Compositor

Manual leg replacement, warp-based deformation, projection, CG background replacement.

### **Territory Studio — *The Batman* | Jul–Sep 2021**

Senior Compositor

Batcomputer UI integration, procedural interference, time-driven distortion, keying and extensions.

**UNIT — Avenue 5, *Eight for Silver* | Feb–Jun 2021**

Episodic compositing, cleanup, continuity.

**Time Based Arts — *Atomen* | Jun–Aug 2021**

Senior Compositor

Look development and compositing.

**Nexus — Confidential Projection Project | Jan–Mar 2021**

Early-stage look development.

**Saddington Baynes — *Honda* | Mar–Nov 2020**

Commercial compositing.

**Passion Pictures | Jan–Feb 2020**

Senior Compositor.

**Industrial Light & Magic — *Star Wars IX* | Jun–Dec 2019**

Throne room lighting continuity, force lightning, BB-8 replacement, facial work.

**Moving Picture Company — *Amazon, Sky Cinema* | 2018–2019**

Broadcast and commercial compositing.

**Industrial Light & Magic — *Avengers: Endgame* | Jan–Jun 2019**

Atmospherics, set extensions, astral effects, matte creation.

**Framestore — *Christopher Robin, Mars* | Mar–Aug 2018**

Deep compositing, fur integration, water interaction, lens defocus.

**Goodbye Kansas — *Outlander* | Aug–Oct 2017**

Ocean/sky integration, spray, colour continuity.

**Trixter — *Thor: Ragnarok, Ant-Man and the Wasp* | Jul–Aug 2017**

Look development, temporal distortion, deep compositing.

**The Senate — *Mute, Kingsman* | Apr–Jul 2017**

Traditional compositing, keying, background projection.

**Jellyfish Pictures — *Rogue One, Star Wars VIII* | Jul 2016–Apr 2017**

Blaster effects, set extensions, cleanup.

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## Tools

Nuke (expert) · After Effects · Maya · Photoshop  
Python (workflow basic) · MEL · HTML/CSS  
ShotGrid / Flow · CopyCat · KeenTools

## Education

MA Digital Effects, Bournemouth University  
BA Moving Image, Ravensbourne  
The Foundry – Nuke Certified Trainer