

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.

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.

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