Michael Shaw

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Summary

Creative and detail-oriented graduate VFX Artist with a strong foundation in visual effects, and specialising in compositing. Proficient in industry-standard software including Nuke, Silhouette, and Photoshop, with a solid understanding of visual storytelling, color theory, and full post-production pipeline. Demonstrated ability to collaborate in team projects through university and independent work, delivering high-quality visuals under tight deadlines.

Education & Awards

Escape Studios

BA (Hons) The Art of Visual Effects
Sep 2022 - May 2025

Save Yourself - VFX Short Film

Best Sci fi Film - 1st Film Festival
Best Super Short - London Movie Awards
Best VFX - Eastern Europe Film Awards

Software

- Foundry's Nuke
- Boris FX Silhouette
- 3DEqualizer
- Adobe Suite
- Davinchi Resolve
- Office Suite

Skills

- Clean Up
- CG Grading
- Chroma Keying
- Rotoscoping
- Script Optimisation
- Attention to detail
- Problem Solving
- Communication
- Collaboration
- Eager to learn
- Programming

Projects

Short Film | Odd Socks | Jan 2024 - Jun 2024

- Practised Clean up inside Nuke using 2D techniques
- Focused on improving paint skills inside of the the rotopaint node, to recreate an accurate clean plate for use in replacing parts of footage
- Learned to use work arounds when shot clean plates don't match the original footage

Short Film | In Depth | Jan 2023 - Aug 2023

- Experience with greenscreen elements, improving keying skills
- Using UnrealReader Inside of Nuke to bridge between Unreal Engine and NukeX in a faster more efficient manner
- Working on a project with a full professional environment and team.
- Flowing notes and feedback through all departments to improve the final result

Group Project | Save Yourself | Sep 2024 - Dec 2024

- Further developed Clean up Skills removing tracking markers, and keying skills by removing greenscreen for elements.
- Practised edge extension when fixing motion blur for clean-up work
- Collaborating as a team provided experience in communication, and working with others to receive feedback and improve
- Improved colour grading skill with full CG background.

Specialism Project | Free Heights | Nov 2024 - Feb 2025

- A Roto focused project to improve upon weaknesses.
- Including CG work for CG Grading practise
- Using tools such as Mocha-Tracking to speed up roto process

MET Short Film | Blinding Night | Dec 2024 - May 2025

- Further work on 2D and 3D clean up techniques on more difficult, unforgiving footage
- Experimented with tool such as Inpaint to find ways of completing the task more efficiently
- Explored creative ideas to share with director, to show what could be offered and how visual effects could best suit his vision
- A completely freelance project offered much insight to the different process and workflow of working with long distance team members

Stormcloud | TBC | Dec 2024 - WIP

- Added further experience in the workflow of a virtual production, using unreal engine in combination with nuke
- Explored opportunities of using the virtual production elements to speed up other processes such as Keying and tracking
- Used basics of Autoshot and Sytheyes software for tracking in the Virtual Production workflow

Experiences

Studio Assistant | Escape Studios | Mar 2023 - May 2023

- During my first year of university, I was offered a role to help in assisting our 2D comp tutor in the next module, after we had finished our own comp module.
- This gave me a key opportunity to develop my communication skills by explaining clearly solutions to any problems that people were having
- I was responsible for being punctual and organised have to keep a record of attendance. I also learnt and developed skills in problem solving, in a fast paced environment.