

# JEAN SEBASTIAN RUBIO MENDEZ

## VFX Supervisor & Lead Compositor

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Bogota, Colombia | English B1 | Spanish Native



### PROFILE

VFX Supervisor and Lead Compositor with 8+ years of experience across film, television, and commercial post-production. Proven track record supervising VFX on set and leading compositing teams on major international productions for Netflix, Disney+, Amazon Prime Video, and Lionsgate. Co-developed studio pipeline automation tools adopted across multiple concurrent productions. Deep technical foundation in Nuke and Houdini combined with strong crew management and client communication skills.

### ON-SET VFX SUPERVISION

#### Las Villamizar — TV Series, 2022 — VFX Supervisor On-Set (First Episodes)

- Supervised VFX requirements during principal photography across multiple shooting locations
- Coordinated with director and DP on shot design, plate acquisition, HDRI capture, and tracking markers
- Ensured continuity and technical viability of VFX shots from set through final delivery

#### Claro — Commercial Campaign — VFX Supervisor On-Set

- Led on-set VFX supervision, directing plate capture strategy, lighting references, and green screen setups
- Coordinated between production crew and post team to meet tight delivery timelines

#### Naf Naf — Commercial Campaign — VFX Supervisor On-Set

- Managed on-set VFX supervision, overseeing technical requirements and crew coordination

### LEAD COMPOSITING & VFX — SELECTED PROJECTS

#### Medusa — Netflix, 2025 — Lead Compositor — TIS Studios

- Led compositing team on complex VFX sequences, managing shot finaling and client review sessions
- Applied deep compositing techniques and multi-pass render integration for photorealistic results

#### Delirio — Netflix, 2025 — Lead Compositor — TIS Studios

- Supervised compositing pipeline and artist workflows, handling sequence ownership through final approval
- Mentored junior compositors on advanced Nuke techniques and studio best practices

#### Outer Range S2 — Amazon Prime Video, 2024 — VFX Compositor — Ollin VFX

- Delivered complex compositing for sci-fi series with heavy CG integration and deep EXR workflows
- Integrated multi-layer render passes and CG elements into live-action plates for seamless visual storytelling

#### Boy Kills World — Lionsgate, 2024 — VFX Artist — Stargate Studios

- Created VFX shots for action feature with extensive destruction, blood, and environmental effects
- Collaborated across FX, lighting, and editorial departments for cross-discipline shot delivery

#### Pancho Villa El Centauro del Norte — Disney+, 2023 — Lead Compositor

- Led compositing for period drama with historically accurate set extensions and atmospheric effects

**Additional Credits:** La Reina del Sur 3 (Telemundo, 2022) | La Reina del Flow 2 (2021, Stargate Studios) | Los Iniciados (2023) | Un Viaje al Centro de la Tierra (2023) | Club 57 (2021, Stargate Studios) | Astrolabio (FDC-funded animated feature, 2020)

### PIPELINE DEVELOPMENT & AUTOMATION

#### TIS\_AutoDelivery — Co-developer — TIS Studios — Internal Pipeline Tool

- Co-designed and developed pipeline automation tool for shot delivery and version management
- Automated file naming, delivery packaging, and version tracking across productions
- Reduced manual delivery errors and accelerated turnaround for artist-to-client handoffs
- Tool adopted studio-wide across concurrent Netflix, Disney+, and Amazon productions

#### Pipeline & Workflow Skills:

- Custom Nuke gizmo development for production-specific compositing workflows
- Nuke floating license management and render farm optimization
- Hiero-based editorial and conform workflows for multi-episode series
- DaVinci Resolve shared project workflows for collaborative color grading

## AI INTEGRATION & PRODUCTION AUTOMATION

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### AI-Assisted VFX & Image Generation

ComfyUI (Flux, Wan 2.1, InstantID workflows) | Antigravity | Kling | Runway Gen-4 | Gaussian Splatting (3D scene reconstruction via photogrammetry) | AI-driven content generation for video production pipelines.

### Autonomous Production Systems

Designed and built end-to-end automated content production pipelines using n8n (workflow automation), OpenClaw (AI agent orchestration), and Claude Code (agentic coding). Architected multi-agent systems that autonomously handle content generation, post-production processing, and delivery across multiple concurrent video projects.

### Infrastructure & DevOps

- Self-hosted NAS-based production infrastructure (Docker, Tailscale remote access)
- FFmpeg scripting for automated video assembly, mixing, and format conversion
- Telegram bot integrations for delivery notifications and production monitoring
- Local and cloud LLM deployment (Ollama, API-based routing) for AI-assisted workflows

## PROFESSIONAL EXPERIENCE

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### TIS Studios — Bogota, Colombia

*Lead VFX Compositor | 2023 – Present*

- Lead compositing team across multiple concurrent Netflix and Disney+ productions
- Co-developed TIS\_AutoDelivery pipeline tool, adopted studio-wide for delivery automation
- Conduct client review sessions and manage shot finaling through to delivery
- Mentor junior and mid-level compositors on advanced Nuke techniques and production workflows

### Ollin VFX — Remote / Mexico City

*VFX Compositor | 2024*

- Delivered high-end compositing for Amazon Prime Video series (Outer Range S2)
- Managed complex CG integration with deep EXR workflows and multi-layer render passes

### Stargate Studios Colombia — Bogota, Colombia

*VFX Artist / Compositor | 2020 – 2023*

- Worked on Lionsgate, Nickelodeon, and Telemundo productions across compositing and FX
- Grew from compositor to handling sequence ownership and cross-department collaboration
- Participated in Astrolabio, an animated feature film funded by the FDC (Fondo de Desarrollo Cinematográfico de Colombia)

## TECHNICAL EXPERTISE

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### Nuke — Expert

Advanced compositing, deep compositing (deep EXR workflows), STMAP-based lens distortion and UV relighting, 3D compositing with projection setups, multi-pass CG render integration, custom gizmo development, matte painting integration, and Hiero conform/editorial workflows.

### Houdini — Advanced

FLIP fluid simulations, whitewater and foam generation, RBD fracture dynamics, MPM solver, ocean surface simulations with spectral waves, Karma rendering (XPU and CPU), procedural modeling, and VEX scripting for custom FX tools.

### Additional Software

Maya | After Effects | DaVinci Resolve | PFTrack | Substance Painter | Blender

## CORE DISCIPLINES

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- Compositing & Deep Compositing
- FX Simulations & Dynamics
- Matte Painting & Set Extensions
- 3D Compositing & Projections
- Multi-Pass Render Integration
- Color Grading & Look Development
- On-Set VFX Supervision
- Shot Finaling & Quality Control
- Client Reviews & Presentations
- Crew Management & Mentoring
- Pipeline Development & Automation
- Cross-Department Collaboration

## CLIENTS & STUDIOS

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**Clients:** Netflix | Disney+ | Amazon Prime Video | Lionsgate | Nickelodeon | Telemundo

**Studios:** TIS Studios (Bogota) | Ollin VFX | Stargate Studios Colombia

## LANGUAGES

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**Spanish** — Native | **English** — B1 Intermediate