



GEMMA CANET

DIGITAL COMPOSITOR

Creative and detail-driven Digital Compositor with extensive experience in the industry, including the last five years working in high-end VFX for feature films, television productions and advertising. I bring a strong understanding of lighting, photorealistic integration, and multi-pass compositing, with a passion for creating immersive environments and refining the smallest visual details.

I'm a collaborative team player committed to delivering high-quality results, constantly seeking to expand my technical skills and stay up to date with industry trends and technologies to support my continued professional growth.

CONTACT



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[LinkedIn Gemma Canet](#)



[IMDb Gemma Canet](#)

TECHNICAL SKILLS



Nuke



Python



ComfyUI



Copycat



Mocha Pro



After Effects



Premiere Pro



Toon Boom
Harmony



DaVinci Resolve



ShotGrid



ftrack

PROFESSIONAL EXPERIENCE

Jan 2026 - Present

Digital Compositor

FREELANCE

(Spain)

- Delivered **high-quality compositing** for commercial projects, meeting **tight deadlines** across different studio environments.
- Executed **3D integration and AI-driven character replacement**, completing up to 16 AI shots within a few days.
- Adapted to **varied pipelines and tools** while supporting advertising work for clients including AENA.

Jun 2022 - Jan 2026

Digital Compositor

UNION VFX

(United Kingdom)

- Composited **complex visual effects shots** integrating live-action plates with multi-pass CG, ensuring cohesive lighting, shadows, and colour continuity.
- Applied **2D/3D tracking, set extensions, cleanup, and chroma keying** for photoreal film and TV work.
- Integrated **FX simulations (blood, explosions, debris, electricity)** and executed **3D integration and driving sequences** (incl. ~8 shots on Slow Horses).
- Leveraged SmartVector, KeenTools, and CopyCat (tracking markers clean up) to improve **workflow efficiency, shot quality, and pipeline optimisation**.
- Optimised Nuke scripts for **performance and consistency** across sequences.
- Collaborated with supervisors and cross-department teams to **enhance final image quality**.
- Mentored new team members as a **buddy**.
- Contributed to **key creative work**, including a hero sequence on Poor Things with 2D-driven colour transformations.
- Supported **sequence preparation (~100 shots)** on 28 Years Later and integrated FX work on The Bone Temple and The Power.
- Key Projects:** The Bone Temple; 28 Years Later; The Franchise; Poor Things (BAFTA VFX Winner); Slow Horses (S3-4); The Tattooist of Auschwitz; The Power; Empire of Light

Feb 2022 - Jun 2022

Digital Compositor

SCANLINE VFX

(United Kingdom)

- Delivered high-quality compositing for fast-paced streaming and feature film content.
- Chroma keying** for driving sequences requiring photoreal precision.
- Applied **roto and paint cleanup** workflows to support clean plates and DMP integration.
- Key Projects:** *Andor: Star Wars* (Season 1) - Disney+; *Me Time* - Netflix Feature Film

GEMMA CANET

DIGITAL COMPOSITOR

LANGUAGES

- **English** | C1 Fluent (more than 8 years living in English speaker countries)
- **Italian** | Basic
- **Spanish / Catalan** | Native

Jun 2019 – Dec 2021

2D animation Compositor

BOULDER MEDIA
(Ireland)

- Composited stylized 2D animation sequences using **Toon Boom Harmony** and **After Effects**, working within tight broadcast deadlines.
- Integrated characters, backgrounds, and effects into cohesive scenes, ensuring continuity and visual clarity.
- Maintained version control across episodes and worked in coordination with animation and layout departments.
- **Creating FX** in After Effects for hero shots.
- **Key Projects:** *Bots Bots Transformers* – Netflix; *Cat Burglar* – Netflix; *Pony Life* – Netflix (52 x 5'); *Transformers: Rescue Bots Academy (Seasons 1 & 2)* – Netflix

Mar 2018 – Jun 2019

Motion Graphics &
E-learning Video Compositor

ILLUMINATE
LEARNING
(Ireland)

- Created **engaging motion graphics and visual content** for corporate training and e-learning modules.
- Designed explainer videos, infographics, and transitions aligned with brand guidelines.
- Managed full post-production workflow from asset creation to final render.

EDUCATION

- **2026** Master's Degree in Teaching – Visual Arts Specialisation
- **2025** Master of light course (Certified Training and Supported by Foundry)
- **2021** Nuke VFX Compositing diploma (CG Spectrum)
- **2017** Animation Master's Degree (Polytechnic University of Valencia)
- **2014** Fine Arts bachelor's degree (Polytechnic University of Valencia)

SOFT SKILLS

- **Strong foundation** in photographic **lighting**, composition, and **colour theory**, honed through both artistic education and real-world **feature film experience**.
- Capable **mentor** and **team player**, with experience guiding juniors and **collaborating across departments** (CG, FX, roto, paint)
- Experience in **writing Nuke gizmos in Python** and streamlining complex node structures for efficiency.
- Curious and **solution-oriented** mindset, with a strong record of solving complex **compositing challenges** under **tight deadlines**.