

MAURICIO GIDI

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[Vimeo](https://vimeo.com/mauricio-gidi) | [IMDb](https://www.imdb.com/name/nm1045844/) | [LinkedIn](https://www.linkedin.com/in/mauricio-gidi) | [GitHub](https://github.com/mauricio-gidi)

Compositing TD (Tools) | Pipeline TD (Compositing Pipeline)

Compositor transitioning into Pipeline/Tools, building production-facing Nuke + Python automation with an artist-support mindset (reliability, scope control, clear handoffs, deadline troubleshooting).

Python | Nuke | Qt UI | Git / GitHub | Java | Automation | Support/troubleshooting | ACES | EXR | Maya

TOOLS PROJECTS

NUKE HEAVY NODE OPTIMIZER

[PUBLIC](#)

- Built a Nuke tool to toggle a configurable set of heavy node classes to improve script interactivity during iteration.
- Non-destructive by design: only touches each node's disable knob, enabling safe "working ↔ final" switching.
- Added an artist-facing UI for class presets and repeatable setup; documented install/usage.

NUKE TOOLSETS

[IN PROGRESS](#)

- Built a Nuke-integrated toolset manager: insert .nk toolsets and run .py toolsets via a standard execute() entry point.
 - Defined schema (<toolset>/data.json + toolset.nk|toolset.py) with configurable root via NUKE_TOOLSETS_ROOT.
 - Reliability: surface invalid/missing toolsets with visible warnings and "how to fix" hints (pipeline-support friendly).
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EDUCATION

HARVARD UNIVERSITY

Master's Degree in Computer Science,
Extension Studies
Online - USA
SEP 2025 - PRESENT

VANCOUVER FILM SCHOOL

Diploma in Compositing
with Honours
Vancouver, Canada
JAN 2023 - JAN 2024

TECNOLÓGICO DE MONTERREY

B.A. in Digital Art
with Honours
Mexico City, Mexico
AUG 2020 - JUL 2024

EXPERIENCE

COMPOSITOR

Melocotón Studio - Warner Bros. Discovery (Remote – Mexico)
MAY 2024 - DEC 2024

- Delivered shots under ACES with strict QC discipline (pixel integrity under extreme color checks) in a high-feedback loop (lead + supervisor).
- Maintained clean handoffs and predictable iteration in remote collaboration (fast turnarounds, version discipline).

COMPOSITING / VFX SUPERVISOR

Caronte Productions (Monterrey, Mexico)
MAY 2024 - NOV 2024

- Provided preproduction guidance (angles, movement, capture details) for VFX-heavy beats.
 - Authored on-set guidelines for gunshots/blood/smoke-dirt to improve believability.
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EXPERIENCE

COMPOSITOR

Le Loup Studios (Remote - USA)
AUG 2024 - OCT 2024

- Delivered ~50 shots solo under high urgency by building repeatable shot-type approaches (tracking strategy, motion blur, exposure) to keep results consistent across a sequence.

EDITOR AND COMPOSITING

Casa Protexa (Monterrey, Mexico)
FEB 2024 - MAR 2024

- Led a 7-person post team with structured handoffs and controlled iteration (single revision stream, clear responsibilities) to hit delivery.

COMPOSITING / DIGITAL MAKEUP

Tsietsi Films (Remote - USA)
APR 2024 - MAY 2024

- Digital wound, I I-shot sequence; maintained consistency across cuts (occlusion/contact continuity).

COMPOSITING / FX

Videomomentum (Remote - USA)
MAR 2024 - APR 2024

- Blood splatters for fight sequences; reactive shield/forcefield hit effects (sparks/impact response).

3D AND MOTION GRAPHIC ARTIST

Inm3rsión (Mexico City, Mexico)
OCT 2022 - DEC 2022

- ~12-minute training intro video (After Effects, Maya, Nuke, Substance 3D Painter).

COMPOSITING / VFX SUPERVISOR

Vancouver Film School (Vancouver, Canada)
DEC 2023 - FEB 2024

- Created realistic smoke effects and cleanup of logos and car plates.

OWNER

Online Toy Store - Mercado Libre Mexico (Remote - Mexico)
MAY 2020 - PRESENT

- Standardized workflows to sustain high-volume operations (historical peak 50+ sales/day).

LANGUAGES

- Spanish (Native, CEFR C2)
 - English (Proficient, CEFR C1; IELTS Overall 7.5)
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