

Anna Samuel, Post Production Artist, London, UK

LinkedIn: <https://www.linkedin.com/in/annasamuel/>

Showreel: <https://vimeo.com/433153145>

IMDB: <https://m.imdb.com/name/nm6270138/>

## Summary

A digital artist, and VFX leader, creative and technical, with over nine years' VFX and wider media and entertainment industry experience. Has worked on a variety of projects to tight deadlines, including high-end compositing software development (Nuke), films, TV, games and live shows, including Avengers: Endgame, The Witcher and Bohemian Rhapsody. Proven track record for developing and using emerging technologies in various ways throughout whole career. Influential decision-maker, leveraging a strong network and broad experience within the VFX and M&E spaces. Has a flexible attitude and enjoys working in a team, independently, and as a leader. Certified Scrum Product Owner (CSPO).

## Experience

**Associate Product Manager for NUKE, The Foundry Visionmongers** London, September 2020 - December 2024

- VFX workflow specialist, particularly compositing
- Product Manager and Product Owner, leading and delivering artist-facing UX and UI features and improvements for Nuke, high-end compositing software. The in-house compositing consultant
- Leading between 1 and 2 development teams at a time, in Scrum and Kanban, with Agile Project Management, consistently proactively problem solving to remove roadblocks
- Roadmap planning and longer-term product vision and strategy, prioritising competing features, pivoting when necessary, keeping teams focused on delivering the most impact
- Worked on, influenced, and led several cross-team collaborations, such as a Distributed Machine Learning Training tool for Nuke (CopyCat), Unreal Reader updates for Unreal Engine, and major roto performance updates, delivering user-friendly features with the necessary API updates for Python integration for VFX pipelines
- Consistent advocate for the end user, deep knowledge of user interfaces, workflows and user pain points
- Defining user stories and personas, acceptance criteria, and communicating this to developers and stakeholders, maintaining a backlog for large legacy software, whilst also leading development of brand new feature sets
- Conducting market research, competitor analysis and keeping up to date with market trends/ developments
- Attending industry conferences, creating presentations and demos and delivering them to large audiences of industry leaders at trade shows, events, webinars and customer meetings - presenting internally and externally
- Sharing and communicating industry knowledge and feature developments across the business, adapting to explain complex technical concepts to suit different types of stakeholders
- B2C digital content creation and management for marketing materials, recording and editing video and sound, writing scripts and documentation, all to a consistently high standard
- Mentor for compositing and VFX/ M&E industries throughout tenure

**VFX Artist & VFX Consultant, Freelance**

Remote, May 2024 - August 2024

Compositor for a TBA Indie feature film. Worked closely with the Director and Post Producer to consult on and deliver 19 VFX shots to tight deadlines. Consulted on workflows, creative processes, and client requirements, and delivered final shots in line with creative vision. Creative collaboration was key, whilst remaining flexible and adaptable.

**Part-Time Lecturer, Bournemouth University**

Remote, August 2022 - October 2023

Taught Masters students on the MA Digital Effects programme, involving a combination of VFX compositing teaching and tutoring, VFX supervision and colour, composition and light theory

**Composer, One of Us**

London, July 2020 - September 2020

Composer for feature film, Godmothered

**Composer, Cinesite Visual Effects**

London, December 2018 - July 2020

Composer for the following shows: Avengers Endgame, Black Widow, The Witcher, Fate The Winx Saga, The Bourne Stuntacular

**Composer, Dupe Visual Effects**

London, October 2018 - November 2018

Composer for TV series, Sex Education

**Composer & Matte Painter, Halo Visual Effects**

London, June 2018 - September 2018

Composer and Matte Painter for the following shows: Origin, Bohemian Rhapsody

**Composer & Matte Painter, Union Visual Effects**

London, January 2017 - June 2018

Composer and occasional Matte Painter for the following shows: Annihilation, The Hustle, Mamma Mia Here We Go Again, The White Crow, Stan and Ollie, Trust, Fighting with my Family, Oasis, Victoria and Abdul, Outlander Season 3, The Mercy, The Snowman, Ghost Stories

**Composer, Playground Games Ltd**

Leamington Spa, November 2015 - November 2016

- Solely responsible on Forza Horizon 3 for post-processing and finishing all skies (from over 1.8 million photographs), which were used in-game, in cinematic sequences and for marketing material
- Worked with engineers to develop ground-breaking tools and techniques for creating dynamic, photorealistic sky domes, creating unique workflows within Nuke and the in-house game engine
- Produced look-development for the first expansion pack, Blizzard Mountain, using a combination of game engine and Nuke for a lighting and season conversions of a video clips to create a snow scenes

**Education**

**All Spring Media**

March 2025

Production Coordinator bootcamp course. Entire production workflow covered, including on-set VFX production and coordination, budgeting and scheduling.

**Bournemouth University (NCCA)**

September 2014 - September 2015

MA Digital Effects, Master's with Merit. Distinction for Master's Project. Course Rep and Student Ambassador.

**The University of York**

October 2011 - June 2014

BSc Film and Television Production, 2:1 with Honours. Distinction for Dissertation project. Student Ambassador.