XAVIER MILLER

VFX COMPOSITOR & LIGHTER

REEL WEBSITE

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About me

I'm a VFX Compositor and Lighter with a passion for crafting cinematic visuals through stylized lighting, AI-enhanced workflows, and immersive compositing. With experience across short films, mentorships, and high-profile projects like Wizard of Oz for MSG Sphere, I fuse technical precision with artistic storytelling. As a military veteran, I bring discipline, adaptability, and a collaborative mindset to every production.

Experience

VFX Artist - *"Wizard of Oz" MSG Sphere*

Nov 2024 - May 2025 (Magnopus)

- Provided specialized Photoshop support, creating character and element mattes to guide AI blueprints, resulting in film-ready AI elements.
- Composited layered Photoshop documents in Nuke and enhanced visual storytelling by creating character and element mattes for AI-driven workflows.
- Used ComfyUI for high-quality image upscaling and Google Veo 2 to generate AI-assisted video performances.

VFX Supervisor & Nuke Compositor - *"GO" SHORT FILM*

Aug 2024 - Jan 2025 (Freelance)

- Collaborated with the director and production team to identify scenes requiring VFX.
- Planned and strategize the integration of VFX into live-action footage.
- Oversaw the proper execution of VFX shots during filming to ensure quality and alignment with production goals.

Lighter & Compositor - *"Spider-Verse" Short Film*

March 2024 - April 2024 (Freelance)

- Lit and composited rain elements to create a dynamic, vibrant feel
- Employed bold, graphic contrasts and vibrant color schemes to mimic the aesthetic of Earth 42 in Across the Spider-Verse.
- Enhanced visuals using chromatic aberration and atmospheric perspective to add depth and richness to scenes.

Nuke Compositor - *"Carmina" Short Film*

Jan 2024 - July 2024 (Mentorship)

- Performed green screen keying in Nuke to cleanly isolate subjects from the background.
- Executed day-to-night VFX shots, transforming daylight footage into nighttime scenes.

Lighter & Compositor - *"Spider-Verse" Short Film*

Nov 2023 - Jan 2024 (Freelance)

- Layered 2D and 3D elements in Nuke, blending hand-drawn and CG components.
- Integrated halftone patterns, cross-hatching, and line work to evoke comic book textures.
- Applied chromatic aberration to enhance depth during universe shifts or style transitions.

Nuke Compositor - *"Estelle" AMPAS Short Film*

Jun 2023 - Aug 2023 (AMPAS Internship)

- Collaborated with the VFX Supervisor on roto and compositing tasks.
- Completed screen replacements, morphing, and split screen effects.

Skills

- **Foundry Nuke** ●●●●
- **Boris Mocha** ●●●
- **Adobe Creative Cloud** ●●●
- **Autodesk Maya** ●●●
- **Unreal Engine** ●●
- **Comfyui** ●●

Education

The Los Angeles Film School - Bachelor of Science in Entertainment Business
Feb 2024 - June 2025

The Los Angeles Film School - Bachelor of Science in Animation and Visual Effects
Sep 2019 - Aug 2023

Academy Gold Alumni 2023 - VFX Production Track

Military Service

ARMY Active Duty, SPC
Combat Engineer
Performed obstacle clearance, fortification construction, and mobility support as a Combat Engineer in active and training environments.
Apr 2016 - Aug 2019

ARMY Reserves, SGT
Logistics Specialist
Managed supply distribution, inventory, and transport operations.
Jan 2021 - Current

References

Available upon request