

Richard Sällqvist

22/02/2018

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## Recent Projects:

Westworld  
Outlander  
The Walking Dead  
The BFG  
Batman V Superman  
Jurassic World  
Pacific Rim  
Total Recall  
Dark Shadows  
John Carter  
Cowboys and Aliens  
Game of Thrones  
Momondo Commercial

## Work:

Goodbye Kansas – [www.goodbyekansasstudios.com](http://www.goodbyekansasstudios.com) - Stockholm  
Lead Composer  
March 2017 – Present

Weta Digital – [www.wetafx.co.nz](http://www.wetafx.co.nz) - Wellington  
Composer  
June 2015 – May 2016

Industrial Light & Magic – [www.ilm.com](http://www.ilm.com) - Singapore  
Composer  
January 2015 – April 2015

Hydralab – [www.hydralab.com](http://www.hydralab.com) - Copenhagen  
Compositing Supervisor  
February 2014 – January 2015

Ghost VFX – [www.ghost.dk](http://www.ghost.dk) - Copenhagen  
Compositing Supervisor  
September 2012 – January 2014

Baseblack – [www.baseblack.com](http://www.baseblack.com) - London  
Senior Composer  
April 2012 – June 2012

MPC (Moving Picture Company) – [www.moving-picture.com](http://www.moving-picture.com) - London  
Senior Composer  
January 2012 – April 2012

Cinesite – [www.cinesite.com](http://www.cinesite.com) - London  
Senior Compositor  
August 2011 – December 2011

Screen Scene – [www.screenscene.ie](http://www.screenscene.ie) - Dublin  
Compositor  
February 2011 – April 2011

Fido Film – [www.fido.se](http://www.fido.se) - Stockholm  
Compositor  
October 2010 – February 2010

Campus i12– [www.campusi12.se](http://www.campusi12.se) – Eksjö  
Guest Lecturer & Supervisor  
August 2010 – September 2010

Ghost VFX – [www.ghost.dk](http://www.ghost.dk) - Copenhagen  
Lead Compositor  
March 2010 – August 2010

Prime Focus London – [www.primefocuslondon.com](http://www.primefocuslondon.com) – London  
Compositor  
April 2007 – July 2009

Eight VFX – [www.eightvfx.com](http://www.eightvfx.com) – Los Angeles  
Intern  
November 2006 – December 2006

## Education:

Campus i12 – Digital Compositing – [www.campusi12.se](http://www.campusi12.se) – Eksjö  
August 2005 – June 2007  
Digital Production, Graphical Communication, Digital Animation, Commercial Production, Sound and Video Production, Movement and Animation

Lars Kagg – Technology – Kalmar  
August 2002 – June 2005  
3D Studio Max, Web design, Programming C++ and Java, Math, Chemistry, Physics, English and Swedish

## Software:

Nuke  
Fusion  
Shake  
SynthEyes  
Boujou  
Adobe After Effects  
Adobe Photoshop  
Adobe Premiere

## Recommendations:

"It is a pleasure to work with Richard. Always willing to make things work, and improve his work as a compositor. Very good asset to have on your team. I was pleased with the way he handles his shots, and has good sense of team work. Would definitely have him on my team again."

Axel Bonami  
2D Supervisor / Moving Picture Company

"We hired Richard as lead compositor as part of our the "Sorcerers Apprentice" team. Richard went far beyond any expectations we may have had. He over-delivered on quality, creative finesse, punctuality not to mention his pleasant company. I would highly recommend Richard to anyone and I'm looking forward to working with him again."

Jeppe Nygaard Christensen  
CEO / Ghost VFX

"I first met Richard when he was a teacher at the University where I studied Compositing, and I later got to work with him at both Ghost VFX and MPC. Richard is a talented compositor with a real artistic eye and great personality. He is always eager to help people around him and I highly value his input in any situation. I would recommend Richard for anything in the future and I look forward to working with him again."

Alexander Eriksson  
Compositor at MPC

"Richard helped us out as teacher/compositing supervisor for one of our student projects and he managed to get the best out of the students and the projects. He was highly appreciated both by staff and students. He is a very competent compositor and has remarkable social skills. I would definitely hire him again."

Sofia Delis  
Program Director – 3D Visualization and Digital Compositing at Campus i12

"The thing that impressed me the most about Richard at my time at PFL was his ability to handle colors and generate exceptional composites. I would not be surprised if he decides to go towards working as a colorist. He was also regularly put to the challenge with complex shots that were needed to be composited in 3D space and he managed to blend live-action on cards seamlessly with CG elements"

Christoffer Hulusjö  
Compositing Pipeline Technical Director at Weta Digital