

JACK HENDERSON

Compositing - Jedi Academy

SUMMARY STATEMENT

A hard-working and driven individual, Jack Henderson is fascinated by the beauty of cinema and the pursuit of creating engaging and believable films by pushing the limits of himself and his team. Results driven with years of experience working to tight deadlines in teams of people from all ages and walks of life.

EXPERIENCE

KOBBAH – Artarmon

VFX Generalist + P.A. (February 2025 – Present)

A small Indie clothing brand led by University Graduates. I am the lead VFX artist for the advertisements and help with audio and setup on set.

JMC Academy - Ultimo 2022 to 2024

TOOL (Jun. 2024 – Dec. 2024)

5-minute VFX project about Artyom, a young and ambitious drug runner, trying to leave behind his criminal past and escape with his girlfriend Xerces. On his last drop-off things go terribly wrong and Artyom must rescue Xerces in a high-octane car chase. 27 artists, cast and crew were recruited for this film.

Director, Producer, Writer, Editor, Storyboard artist, 3D Layout, 3D Environment Modeler (Blender), Technical Texture Artist (Blender), Animator, Lighting (live production & post-production)

Verve Events International

Event Crew (January 2024 – October 2024)

Working closely with Event Coordinators to bump in and out of locations according to strict timesheets. Other duties included set-dressing and front of house.

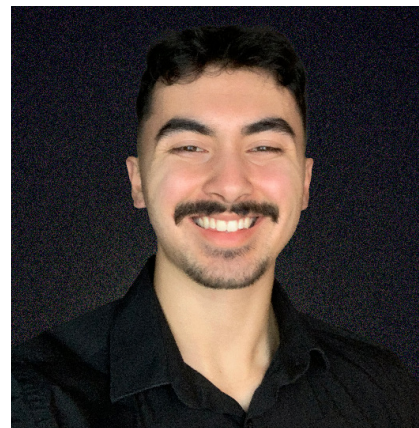
Surroundscape - Breakfast Point

Gardener (January 2025 – Present)

Working in small teams we perform strata maintenance, hedging, mowing, blowing, weeding and planting new growth.

PASSIONS

Cars, Motorbikes, Gym, Film, Model Painting, Hiking, Travel



CONTACT

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EDUCATION

Bachelor's of Creative Arts (Animation)

JMC Academy - Sydney 2022 to 2024

CERTIFICATES

Fork Lift License - 2024

Safework New South Wales

COURSES

- Introduction to Compositing in Nuke - 2025

- Introduction to Da Vinci Resolve - 2024

SKILLS

Communication, Leadership, Attention to Detail, Socializing, Networking, Listening, Public Speaking, Problem Solving, Project Management, Punctuality

SOFTWARE

Blender, Maya, Nuke, Unreal Engine 5, Unity, Substance Painter, Da Vinci Resolve, Adobe Premiere Pro, Adobe Photoshop, Adobe Illustrator

REFERENCES

JMC Lecturer

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