

RMK MANAGEMENT

VOICES | ACTORS | CREATORS | CREW

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AUGUSTO KELTIKA JR

Filmmaker / Editor / Motion Graphics Artist / VFX Supervisor

Sydney, Australia

Profile

Highly creative, efficient, and solutions-driven professional with over 20 years of experience in advertising, production and post-production. Passionate about storytelling through film, motion graphics and visual effects. Skilled across the entire production pipeline, from concept and pre-production through to editing, animation, VFX and final delivery.

Regularly collaborates with Australia's leading agencies and global brands to deliver high-end content across broadcast, cinema, digital and immersive platforms. Known for adaptability, speed and a deep understanding of post workflows including encoding, delivery specs and visual consistency across screen types.

Experience

Freelance Editor / Motion Designer / VFX Supervisor

RMK Crew, Sydney, NSW – Jun 2016 to Present

At RMK Crew, I've had the opportunity to collaborate with some of Australia's most respected agencies and global brands, working on a wide range of high-end content for TV, cinema, social and experiential platforms. My work covers the full post-production pipeline, including offline editing, motion design, 2D and 3D animation and stylised compositing. I often help shape the visual tone and rhythm of campaigns across multiple formats and screens.

Over the years, I've taken on a growing role as on-site and post-production VFX Supervisor. I work closely with directors, cinematographers and producers to ensure seamless integration of visual effects from shoot to delivery. I regularly incorporate real-time VFX workflows and AI-assisted tools to accelerate concept development, enhance client previews and streamline production. I also manage final exports and mastering, prepare assets for handover to VFX or grading teams, and deliver content in broadcast-safe and digital formats.

Filmmaker / Director / Creator

Sunday Therapy – 2024 to Present

Author and creative lead behind Sunday Therapy, a self-produced cinematic series exploring motorcycles, performance and culture through immersive storytelling. I oversee the full creative process, including story development, cinematography, editing, sound and finishing. The project serves as both a personal outlet and a professional platform to create high-quality spec work, experiment with emerging technology, and refine my craft across directing, VFX, sound and visual narrative.

Director

Kanary Creative Media, Sydney, NSW – 2014 to Present

I founded Kanary as a personal creative studio to lead content from concept to delivery. Projects have included branded content, product launches and screen-based campaigns. I manage every aspect, from pitching and creative development to direction, editing, animation, VFX and final delivery. The experience has also given me a strong foundation in managing clients, timelines, budgets and strategic planning.

Art Director / Composer / Motion Designer

Great Big Events, Sydney, NSW – Jun 2014 to Jun 2016

I designed and animated crowd entertainment packages for major international sporting events, across stadium and broadcast environments. I worked closely with producers and presentation teams to deliver visuals for events including the Commonwealth Games, Cricket World Cup, European Games, Pan American Games, Cricket Big Bash and ECB Cricket. I also provided on-site VFX supervision and helped create screen content for large-format displays and stage projection.

Motion Designer / Composer / VFX Supervisor

Shooting Star, Sydney, NSW – Jan 2014

Directed, designed and created digital content for a wide range of screen formats, including cinema DCPs, immersive projections and holographic displays. Worked on projects for Samsung, Cirque du Soleil, Elton John, Katy Perry, Miley Cyrus, André Rieu and Mythbusters. Contributed both in-studio and on-site, ensuring creative and technical consistency across live and pre-recorded content.

Editor / Motion Graphics

Advertising Advantage (ADAD), Sydney, NSW – Sep 2013 to Dec 2013

Handled full production of TVCs, from style frames and editorial to color grading, animation and final delivery. Worked closely with producers and directors to ensure creative alignment from pre-production through post.

Senior Editor / Motion Graphics / Filmmaker

Zar Productions, Sydney, NSW – May 2012 to Sep 2013

Led edit and animation projects across branded and corporate content. Contributed on set with lighting, camera operation and direction. Improved production speed and communication by introducing cloud-based project workflows.

Graphic / Motion Designer

Gravity Fusion, Sydney, NSW – Feb 2012 to Jun 2012

Designed websites, logos, UI and motion graphics for web and mobile platforms. Also handled client communication, concept development and Agile-based project management using JIRA.

Broadcast Designer

Nine Network, Sydney, NSW – Sep 2011 to Jan 2012

Created animations, lineups and graphic content for daily television promos. Worked in fast-paced broadcast deadlines, handling both 2D and 3D elements with speed and precision.

Videographer / Editor / Motion Graphics

Tattooink.TV, Sydney, NSW – Jul 2009 to Dec 2009

Produced short-form video content, interviews and web ads. Managed editing, graphic design and digital delivery while also supporting marketing and content upload strategy.

Motion / VFX / Editor

NTV Propaganda, Cascavel, Brazil – 2003 to 2009

Managed the full creative pipeline from concept through delivery for commercials and branded content. Led internal teams, pitched creative, handled motion design and post-production, and ensured on-time delivery for a variety of campaigns.

Education

- Bachelor in Interactive Media – Wentworth Institute, Sydney (2012–2014)
- Diploma of 3D Animation / Screen Media – Victory College of Arts & Design, Sydney (2012)
- Advanced Diploma of IT / Multimedia – Kent Institute, Sydney (2011)
- Bachelor of Marketing / Publicity – Assiz Gurgaz University, Brazil (2006)

Skills & Tools

Creative

Editing, 2D and 3D motion design, VFX, visual storytelling, direction, compositing, color grading, sound design

Production

VFX coordination and supervision, camera operation, sound, lighting, set supervision

Technical

Real-time VFX, AI-assisted workflows, encoding, mastering, color and VFX pipelines

Software

DaVinci Resolve, Fusion, Cinema 4D, Redshift, X-Particles, After Effects, Mocha, Unreal Engine, Premiere Pro, Photoshop, Illustrator, Audition, Final Cut Pro, Edius, VelocityQ

Web & Dev Tools

HTML, CSS, Wordpress