

## PROFILE

Experienced FX Artist specializing in Dynamic and Realistic effects, with a Destruction, Pyro, Fluid, Particle simulation, and Magical effects. Proficient problem-solving skills have enabled successful execution across diverse projects such as "Kadai Ulaga Por, Arabian Kadali" demonstrating versatility and expertise in the field.

## WORK EXPERIENCE

### 2024 - PRESENT

#### FX ARTIST

85 FX

- Creating high-quality visual effects and simulations for film and television projects
- Specializing in dynamic effects, particle systems, and environmental simulations
- Working with Houdini for complex fluid dynamics, smoke, fire, and destruction effects
- Collaborating with directors and VFX supervisors to achieve desired visual outcomes
- Developing efficient workflows and pipeline improvements

### 2022 - 2023

#### FX ARTIST | 3D MODELING | TEXTURING

Adinn Advertising

- Led visual effects production for advertising campaigns Created
- dynamic simulations and 3D assets for various projects
- Developed expertise in Houdini for complex particle systems
- Produced high-quality 3D models and textures Managed workflow optimization and pipeline improvements

### 2022 - 2022

#### FX ARTIST - INTERN

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- Completed 3-month intensive internship in visual effects
- production Gained hands-on experience with Houdini for
- particle systems Assisted senior artists in developing visual effects Learned industry-standard workflows and production
- pipelines Worked on basic simulations and effects creation

### 2021 - 2022

#### GRAPHIC DESIGNER & VIDEO EDITOR

agham

- Creative Graphic Design for Advertisement and Social Media .
- Professional Video Editing and Motion Graphics

## EDUCATION

2018 - 2021

### B.SC ANIMATION

Subbalakshmi Lakshmipathy  
College Of Science

## LANGUAGE

- TAMIL
- ENGLISH

## SKILLS

- Collaborates effectively with teams to achieve project goals
- Creativity with Problem Solving FX Challenges
- Ability to Work under Tight Deadline
- Clear Communication and Shot Management
- Applies physics-based principles to create Photorealistic simulations

## SOFTWARES

- Houdini
- VEX
- Maya
- NUKE
- Unreal Engine
- Substance Painter
- Premiere Pro
- After Effects
- Photoshop

## PORTFOLIO

[www.vishwavfx.com](http://www.vishwavfx.com) [Linkedin/in/vishwaP](https://www.linkedin.com/in/vishwaP) [Showreel](#)