

Amardeep Pawar

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Professional Summary

Entry-level **FX Artist** with a strong passion for creating **visual effects** using tools like **Houdini**, **Maya**, and **Unreal Engine**. Experienced in developing realistic simulations such as **fire**, **smoke**, **particles**, and **debris** for short films and personal projects. Familiar with rendering workflows using **Karma**, **Mantra**, and **Arnold**. Also comfortable with **basic compositing** in **Nuke** for integrating FX into shots. Known for a strong eye for detail, problem-solving mindset, and a willingness to learn and grow in fast-paced production environments.

Key Skills

- **Software:** Houdini, Maya, Nuke, Unreal Engine, Substance Suite, Photoshop, After Effects
- **Rendering:** Karma, Mantra, Arnold, solaris
- **Simulation:** Pyro, RBD, Flip Fluids, Particles, Vellum
- **General:** 3D Layout, Compositing, Cinematic Camera Work, Lighting, Python (basic), Linux

VFX Experience

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|---|-----------------------------|
| VFX Artist, Actor & PA
<i>Student Short Films</i> | 2024–Present
Toronto, ON |
| <ul style="list-style-type: none">• Leading FX and compositing using Houdini and Nuke; includes pyro simulations, magical FX, and cinematic shot integration• Designed and executed an asteroid burn-up simulation with shading and space compositing• Sole compositor for a short film in post-production; executed roto, keying, and AOV-based compositing• Collaborated with directors and cinematographers to align visuals with story and performance | |

Project Highlights

- **Asteroid Burn-Up Simulation** – Houdini, Nuke, Karma: pyro FX, debris breakup, and final glow compositing
- **Earth & Asteroid Shading** – Houdini, Karma XPU: atmosphere design and procedural textures
- **Full Compositing Short Film** – Nuke: keying, AOV layering, and cinematic integration

Additional Experience

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|--|--------------------------------------|
| Video Editor
<i>Ivalua Academy</i> | Nov 2022 – Apr 2023
Pune, India |
| <ul style="list-style-type: none">• Edited over 800 e-learning videos, added motion graphics and original iconography• Coordinated timelines and design deliverables within a cross-functional content team | |
| Freelance Motion Designer & Editor
<i>Self-employed</i> | Jan 2020 – Oct 2022
Mumbai, India |
| <ul style="list-style-type: none">• Delivered 240+ projects including branding reels, product showcases, and corporate visuals• Managed end-to-end editing, client communication, and asset delivery | |

Education

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|---|-----------------------|
| Visual Effects
<i>George Brown College</i> | 2024
Toronto, ON |
| Computer Engineering
<i>Mumbai University</i> | 2019
Mumbai, India |