

# Amit Ramchandani

FX Artist | Compositor | Matchmove Artist

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Portfolio - houdinique.com

## About Me

Deeply passionate about VFX, I grew up fascinated by movies filled with visual effects and always wondered about the craft behind them. That curiosity and drive naturally led me to pursue VFX as a career. Today, I'm determined to build my path in the Canadian industry—despite challenges and struggles, I'm seeking that one opportunity to prove myself and contribute my skills.

## Employment History

### FX Artist, HMX Media, Pune, India

February 2021 - August 2023

- Successfully delivered 55+ high-end FX shots for global ad campaigns with **Sony(WF 1000xM5), Lenovo(Legion Pro & Slim Series, Yoga Series, Thinkpad and P11 Tablet Series), Panasonic(MZ2000 OLED TV), and TCL(4th Gen Mini LED)ZOLA(Gaming Headset)**, ensuring photoreal integration that elevated brand visuals for international audiences.
- Developed and deployed custom Houdini particle FX tools (**HDAs**), boosting workflow efficiency and reducing repetitive setup time across multiple campaigns by up to 30%.
- Executed a wide range of FX simulations including **RBD destruction, Pyro (fire/smoke), FLIP fluids, particles, and Vellum cloth/hair**, enhancing realism and creative impact across diverse projects.
- Lit and rendered FX elements in **Houdini with Octane**, optimizing render passes for both speed and quality, ensuring consistent delivery under tight advertising deadlines.
- Enhanced final outputs through compositing in **NukeX**, integrating FX with live-action plates and CG assets to deliver polished shots aligned with client expectations

### 3D Generalist, Longway Productions, Indore, India

October 2019 - January 2021

- Delivered end-to-end VFX for social awareness campaigns including **Anemia Free India – MoreThanBara, E for Epilepsy, and ZionVerse**
- Independently handling all shots over a 3-month period.
- On-Set **Directed** and **Supervised** shoots for VFX integration, managing **green screen setups** and **layout recreation** in Autodesk Maya.
- Executed the full VFX pipeline — **tracking, modeling, lighting, and compositing** — to seamlessly integrate effects into live-action footage.

## Education

### Visual Effects Graduate Certificate, Sheridan College, Oakville, Canada

September 2023 - August 2024

**Relevant Coursework:** 3D Modeling and Animation, Visual Effects Techniques, Digital Compositing, Texturing and Lighting, Storyboarding and Previsualization, Cinematography and Visual Storytelling.

- Successfully **excelled** in all major coursework and projects while balancing part-time employment.
- Completed assignments covering the full VFX pipeline, including **directing, cinematography, color grading, FX creation, and compositing into live-action plates**.
- Specialized in FX creation using **SideFX Houdini**, with a strong focus on **RBD, Pyro, and particle simulations**.
- Delivered a portfolio-quality project, **"Downtown Destruction"**, showcasing advanced FX integration with real-world environments (available on my website).

### Bachelor of Arts - BA in Visual Effects - FX, Whistling Woods, Mumbai, India

August 2016 - July 2019

**Relevant Coursework :** 3D Modeling and Lighting, Camera Composition, Practical Visual Effects, Art History, Pre-Production and Post-Production.

- Built a strong foundation in **3D Modeling, Texturing, and Lighting**, including advanced use of key light, fill light, and backlight for cinematic setups.
- Gained hands-on experience with **Camera Composition and Practical VFX**, including blasts and smoke shots, optimized for **greenscreen** compositing.
- Acted as **VFX Supervisor** for the final-term batch project, a large-scale destruction sequence where a bridge collapses due to an explosion. Modeled the entire bridge with precision, handled **texturing and lighting**, and **executed the blast FX** sequence independently.
- Created a **3D miniature environment** inspired by **Blade Runner 2049**, demonstrating live **modeling, set design, and lighting integration**.
- Developed a holistic understanding of the VFX pipeline through studies in **art history, pre-production, and post-production**.

## Skills

- Houdini (SideFX): 3–5 years of experience with **RBD, Pyro, Particle FX, Vellum, and Flip simulations**; strong in procedural workflows using **Attribute VOPs/Wrangles** and skilled at **developing HDAs** for efficient, production-ready FX.
- Autodesk Maya: Proficient in **modeling, UVs, lighting, and animation** fundamentals with strong understanding of scene **layout and camera composition**.
- Nuke: Skilled in digital compositing, CG/live-action integration, keying, rotoscoping, and **multi-pass workflows** for photorealistic results.
- Redshift / Karma: Experienced in **physically-based rendering**, lighting design, shading, and look development to achieve cinematic quality renders.
- After Effects: Strong foundation in **motion graphics, tracking, color correction, and 2D/3D compositing** for advertising and VFX projects.