



Rahul Gupta

FX Technical Director / FX Artist

Miami, FL

CONTACT

Telephone

+1 (323) 943-4095

Reel / Website

www.arctiem.com

LinkedIn

www.linkedin.com/in/rahul-gupta-595073179

Email

rahul18gpt@gmail.com

SOFTWARE

- Houdini
- Nuke
- Unreal Engine
- Autodesk Maya
- Adobe After Effects
- Davinci Resolve
- Unity
- Blender
- Adobe Premiere Pro
- Adobe Substance Painter
- Adobe Photoshop
- Arnold
- Karma / Mantra
- Redshift
- Vray
- Solaris / USD
- Python / Hscript / VEX
- Linux

PROFILE

FX Technical Director (FX TD) with over 2 years of experience, graduate of Gnomon, recognized with four best of term awards and honored as Rookie of the Year Finalist. Proficient in creating photorealistic effects using Houdini and implementing simulation and procedural pipeline workflows for compelling cinematic shot production.

AWARDS / RECOGNITION

• The Rookies Finalist

Career Opportunities - DNEG

2023

• Best of Term

Demolition, Pyro, Liquids and Sandstorm - Gnomon

2022, 2023

SUMMARY OF SKILLS

DYNAMIC SIMULATIONS

- Building procedural and efficient setups for pyro, flip, particle and rigid body simulations using Houdini.
- Capacity to visualize, analyze and replicate dynamic behaviors of physically based simulations from reference.

EFFECTS RENDERING

- Ability to work with a wide variety of rendering workflows including USD / Solaris.
- Expertise in lighting and shading FX to seamlessly integrate with live action plates.
- Proficiently organizing and layering sequences for efficient rendering and compositing.

EDUCATION

Certificate in Digital Production

- Graduated: Gnomon School of Visual Effects, Los Angeles, CA

2021-2023

Exchange Semester

- Graduated: École de Communication Visuelle, Paris, France

2019-2019

Bachelor of Creative Arts (Digital Media Arts)

- Graduated: Srishti College of Art and Design, Bangalore, KA

2016-2020

VISUAL EFFECTS EXPERIENCE

FX Technical Director

Apr 2025 - Current

FX Artist

EDGLRD, Miami, FL

Sept 2023 - Apr 2025

- Built Procedural setups and rendered shots for Boiler Room Miami event, Vans Commercial, Baby Invasion (2025), Music Videos and unreleased upcoming projects (music videos, movies, etc)
- Created multiple Unreal Engine tools in Houdini, used for multiple movie/game projects

3D Artist Intern

Cubedots, Indore, MP

June 2019 - August 2019

- Facilitated creation of 3 real-time visualization AR Apps for 3 different international clients.
- Optimized and automated 3DS Max to Unity pipeline using custom made Python scripts, effectively increasing output.

ADDITIONAL EXPERIENCE

Freelance - 3D Animator

Huhu China, Beijing (Remote)

September 2020 - October 2020