

Rahul Gupta | FX Artist

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Summary: FX Artist with 3+ years of production experience crafting photoreal pyro, FLIP, and vellum simulations for broadcast, music video, and commercial campaigns. Gnomon graduate (4x Best of Term, Rookie of the Year finalist), expert in Houdini, USD (Universal Scene Description), and Unreal Engine, building procedural toolsets and FX (Effects) setups that accelerate shot delivery and improve CG Pipeline efficiency.

Professional Experience

Lead FX Artist and Technical Director (TD)

Sep 2023 - Present

EDGLRD, Miami, FL (Creative Tech Entertainment Studio founded by Harmony Korine)

- Engineered Houdini procedural setups and rendered FX shots via a USD pipeline, delivering 30+ final-quality FX assets ahead of deadline for Boiler Room Miami, Vans, and other commercial projects.
- Architected a Houdini-based Unreal Engine toolset integrated with FTrack, enabling 25+ artists to accelerate delivery on four film and commercial projects.
- Executed photoreal destruction, atmospheric effects, and particle systems ahead of client deadlines, maintaining 100% on-time delivery rate across all assigned shots
- Authored Python tools, achieving 60% reduction in compute costs for Baby Invasion, Nike and Vans campaigns.

3D Artist

Sep 2020 - Oct 2020

Huhu China, Beijing (Animation post-production studio)

- Animated a 30-second theme-park mascot in Autodesk Maya, achieving full client sign-off after only 2 review cycles.
- Synced frame-accurate lip-sync and facial animation, then textured, lit, and rendered 4K multi-layer ACES EXRs with Arnold for final broadcast.

3D Artist

Jun 2019 - Aug 2019

Cubedots (VR/AR Visualization Studio)

- Facilitated the creation of 3 real-time visualization AR Apps for 3 different international clients across the architecture and retail sectors.
- Optimized and automated 3ds Max to Unity pipeline using custom-made Python scripts, sped asset export from 3ds Max to Unity by 4x.

Education

Master's in Digital Production

Jun 2021 - Jun 2023

Gnomon School of Visual Effects - Los Angeles, CA (GPA: 3.8 / 4.0)

Exchange Semester - École de Communication Visuelle - Paris, France

Jan 2019 - Apr 2019

Bachelor of Arts (Digital Media Arts)

Jun 2016 - Jul 2020

Srishti Manipal Institute of Art, Design and Technology

Awards and Recognition

The Rookies - Rookie of the Year Finalist

DNEG (Visual Effects Post-Production Studio) Career Opportunities Award

Best of Term

Demolition, Pyro, Liquids, and Sandstorm - Gnomon

Skills

FX and Simulation: SideFX Houdini, Unreal Engine, Niagara, Maya Bifrost

Rendering and Compositing: Arnold, Redshift, V-Ray, Karma, Mantra, Solaris, Nuke, DaVinci Resolve, Adobe After Effects

LookDev: Autodesk Maya, Blender, ACES OCIO

Pipeline and Scripting: Python, VEX, USD Hydra workflows, ShotGrid, Linux Bash, Realtime VFX, ComfyUI