**MANIDHAR ARETI**

 FX Artist

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 PROFESSIONAL EXPERIENCE

 FX Artist – Mr. X Inc, Toronto

 September 2017 – Today

• Creating FX look dev for various elements for Feature films.

• Credits include: Series of Unfortunate Events, Marvel:Inhumans, How it ends, Roma, Asura,

 Into the badlands, Hellboy(2019), Shazam etc

 FX Artist – Rainmaker Entertainment, Vancouver

 January 2017 – July 2017

• Creating FX elements/re-usable setups like snow, mud, debris, dust, smoke etc for feature

 film using SideFX Houdini & Autodesk Maya for animated feature: ‘Elliott: The Littlest Reindeer’.

• Renderman shading for FX in Autodesk Maya.

 Sr. FX Artist – Firefly Creative Studios, India

 October 2013 – April 2015

• Developing FX elements like fire, smoke, liquid, explosions, debris and various

 other natural phenomenon and look development for the same for live-action

 movies using Autodesk Maya, 3DS Max, FumeFX, Rayfire & Thinking Particles.

• Creating setups for Junior artists.

• Tracking the progress of all of the FX in sequences, flag and fix potential problems.

• Communicating with other departments for final integration.

• Guiding the team on Technical and Creative front.

 VFX Artist – Pixelloid Studios, India

 April 2011 – October 2013

• Creating FX elements like clouds, smoke, fire, debris, crowd & traffic, title

 animations etc. for film and commercials using Autodesk Maya & 3DS Max.

• Collaborate with production management in estimating project schedules and

 resource needs.

• Technical solutions and creative guidance to the team.

• Teach classes for students while working simultaneously with production.

 EDUCATION

 Lostboys School of Visual Effects – Vancouver (FX TD in Houdini)

 2015 – 2016

• Procedural Effects for film using Houdini.

 FXTD Transformation Online Course *with Alan Mckay*

• Creating effects for film using Autodesk 3DS Max’s FumeFX, Rayfire,

 Thinking Particles & Realflow.

TECHNICAL SKILLS

 Houdini, Maya, 3DS Max, FumeFX, Thinking Particles, Rayfire, Realflow, Nuke,

 Photoshop, After Effects.