

Atik Jain

FX Artist

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SUMMARY:

A passionate FX artist with a strong foundation in creating stunning visual effects by blending technical expertise with artistic vision. Experienced in using Houdini, Unreal Engine, and Maya for simulations and effects, focusing on collaboration, communication, and innovation.

Open to freelance and full-time opportunities in **Houdini FX** and **Real-Time FX**.

EDUCATION:

GNOMON SCHOOL OF VISUAL EFFECTS Los Angeles, CA [*BFA in Digital Production*] - [*FX Concentration*] 2021-2024

Honors and Awards:

- Awarded the **Excellence Award** for *the Rookies of the Year* competition in 2024, recognizing outstanding achievement in visual effects
 - Work can be found on my website: www.atikjain.com
 - Awarded with **Best of Term Winner** for the Explosion category in 2024
 - **Member of the VFX Club**
 - Collaborated on creative projects and contributed to team initiatives
 - Played a key role in managing a student project team, ensuring the timely completion of tasks, and promoting collaboration among students
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PROFESSIONAL EXPERIENCE/PORTFOLIO WORK:

VBUYHOMES4CASH - DIGITAL MARKETING INTERN: JUNE 2024 – PRESENT

- Creating and editing high-quality **marketing** videos for a real-estate-based company
- Responsible for showcasing properties and services to drive client engagement
- Collaborating closely with the marketing team to ensure visuals align with branding and sales strategies.

PORTFOLIO WORK - WWW.ATIKJAIN.COM/PROJECT-BREAKDOWNS

- **INFERNO** - I created a dynamic scene featuring a high-intensity explosion that propels a car through the air. This project showcases a powerful combination of simulation techniques to bring the dramatic action sequence to life. Used Houdini, Maya, and Nuke to achieve this effect.
- **MAYHEM** - I created a dramatic destruction sequence set in a medieval castle under siege. This project highlights advanced destruction and fire simulations combined with visual artistry. Houdini, Maya, and Nuke were used to achieve this effect.
- **ASCEND** - I crafted a dynamic spaceship launch sequence, featuring fantasy-based thruster effects and intense ground interaction. This project brings the sci-fi takeoff to life with a high level of realism and impact. Houdini, Maya, and Nuke were used to achieve this effect.
- **MEANDER** - I simulated a realistic river scene with flowing water, whitewater rapids, and dynamic movement. This project showcases advanced fluid simulations, emphasizing the complexity of water dynamics and creating a visually immersive natural environment. Used Houdini, Maya, and Nuke to achieve this effect.

PROFESSIONAL SKILLS:

ARTISTIC VISION & DESIGN:

- Attentive to detail to ensure that the final output meets the quality standards of the production.

- Efficient time management skills to meet project deadlines and milestones.
- Proficient in crafting various visual effects that range from hyper-realistic simulation-based effects to futuristic, sci-fi visuals and fantasy-based magical effects with a strong understanding of physics and natural phenomena.

COMMUNICATION:

- Effective communication and collaborative skills to work closely with other artistic departments.
- Able to multitask and work productively in a high-pressure and fast-paced environment.
- Ability to take artistic and technical direction, as well as address notes and feedback from peers and supervisors with a positive attitude.

SOFTWARE PROFICIENCY AND TECHNICAL SKILLS

- Skilled user of industry-standard software such as Houdini, Maya, and Nuke for creating visual effects.
- Proficient in simulation-based work like rigid bodies, soft bodies, fluids, particle dynamics, and many more.
- Comfortable with many rendering packages such as Karma, Arnold, Vray, and Redshift.
- Ability to troubleshoot and problem-solve proactively and resourcefully.

ADDITIONAL INFORMATION:

- Languages: English, Hindi (Native)
- Socials:
 - o LinkedIn: <https://www.linkedin.com/in/atik-jain-059840196/>
 - o Personal Website: www.atikjain.com