

# ANVAY SETHI

## VISUAL EFFECTS ARTIST | MOTION DESIGNER

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[Portfolio](#) • [LinkedIn](#)

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### EDUCATION

#### Bachelor of Fine Arts– Visual Effects

September 2021 – June 2025

Savannah College of Art and Design

- Dean's List award certification: Spring 2022, Fall 2023, Spring 2023, Fall 2024, Winter 2025
- Academic Honor merit Scholarship

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### SKILLS

#### 3D Creation & Rendering

Houdini, Unreal Engine, Cinema 4D, Maya, Blender, Arnold, Redshift, Solaris

#### Compositing & Editing Design

Nuke, After Effects, Premiere Pro, DaVinci Resolve, Photoshop, Illustrator

#### Visual Development

Lighting, Look-dev, Cinematography, Motion graphics, Branding

#### Production & Collaboration

Render Farm, Version Control, USD Pipeline, Real-time Workflows, AI-assisted design

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### WORK EXPERIENCE

#### VFX Artist

January 2026 – Present

#### Meta (TekSystems), San Francisco, CA (Remote)

- Using live-action VFX techniques such as Lighting, compositing, FX, and Rendering to create visual data being leveraged by Meta's LLM.
- Working alongside a large number of VFX artists to maintain visual consistency and quality control under strict deadlines.

#### VFX Artist

December 2025 – January 2026

#### Zack D Films, San Francisco, CA (Remote)

- Using live-action VFX techniques such as Lighting, compositing, FX, and Rendering to create visual data being leveraged by Meta's LLM.
- Working alongside a large number of VFX artists to maintain visual consistency and quality control under strict deadlines.

#### VFX and Motion Design Lead

October 2025 – Present

#### Playhouse, San Francisco, CA (Remote)

- Led concept development and creative ideation for Noah AI branding campaign, leveraging AI tools to generate voice-overs and music for a high-impact product video.
- Created a polished After Effects demo under a rapid turnaround and presented it to YC-associated investors, generating enthusiastic feedback and opening doors for potential funding.

#### FX and Lighting Intern DNEG,

June 2024 – August 2024

#### Mumbai, India (Hybrid)

- Created production-quality RBD, Pyro, and FLIP simulations in Houdini FX under mentorship from the FX team.
- Applied Solaris and Karma rendering to light and composite over slap comps within USD-based Helix pipeline.
- Leveraged DNEG's render farm services to optimize delivery and rendered multiple outputs for efficiency.

#### 3D Designer and Visualization Intern

January 2024 – April 2024

#### SCADpro x BMW, Savannah, GA

- Designed high-quality 3D visualizations for BMW Welt Museum's future spatial projects to increase foot traffic.
- Developed real-time motion design and rendering assets aligned with BMW's design identity.
- Led the optimization of 3D workflows between project leads, BMW representatives, and artists, boosting output quality within tight 30-day deadlines.

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### PROJECTS

#### VFX Lead

September 2024 – May 2025

#### Fall of a God, Film, Savannah, GA

#### FX Supervisor

August 2024 – May 2025

#### Landfall, Film, Savannah, GA

#### VFX Lead

August 2025 – November 2025

#### Run Behind The Curtain, Film