

# ANVAY SETHI

## VISUAL EFFECTS ARTIST | MOTION DESIGNER

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[Portfolio](#) • [LinkedIn](#)

### EDUCATION

#### Bachelor of Fine Arts- Visual Effects

September 2021 – June 2025

Savannah College of Art and Design

- GPA: 3.32
- Dean's List award certification: Spring 2022, Fall 2023, Spring 2023, Fall 2024, Winter 2025
- Academic Merit Scholarship

### SKILLS

<b>3D Creation &amp; Rendering</b>	Houdini, Unreal Engine, Cinema 4D, Maya, Blender, Arnold, Redshift, Solaris
<b>Compositing &amp; Editing Design</b>	Nuke, After Effects, Premiere Pro, DaVinci Resolve, Photoshop, Illustrator
<b>Visual Development</b>	Lighting, Look-dev, Cinematography, Motion graphics, Branding
<b>Production &amp; Collaboration</b>	Render Farm, Version Control, USD Pipeline, Real-time Workflows, AI-assisted design

### WORK EXPERIENCE

#### VFX Artist

October 2025 – Present

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

- Led concept development and creative ideation for Cortif 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

June 2024 – August 2024

##### DNEG, 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

### PROJECTS

#### VFX Lead (Senior Short Film)

September 2024 – May 2025

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

- Led VFX production and managed layout, FX, Lighting, Look development, compositing and rendering.
- Composited multi-pass render layers and translated them from Houdini to AOVs in Nuke, ensuring seamless integration and cinematic visual quality.
- Executed and optimized large-scale FX sequences and leveraged the render farm under tight deadlines.

#### FX Supervisor

August 2024 – May 2025

##### Landfall, film, Savannah, GA

- Supervised VFX production on set, directing capture and integration of production department assets at the LED Volume stage using virtual production techniques.
- Created and composited heavy, system intensive CG FX shots in Houdini FX and Nuke, ensuring seamless integration within industry-standard pipelines.
- Maintained visual continuity, render optimization, quality control, and deliver high-quality shots on schedule.