

ANUBHAV Kakkar

VFX Artist and
Generalist



About Me

I'm a passionate and experienced VFX Artist with over four years of professional experience in the visual effects industry. I've contributed to high-end projects including Orion and Dark, The Legend of Hanuman, sardarji-3 , and Plankton My expertise spans across FX simulations, custom tool development using Houdini and Maya , blood simulations , compositing, and environment creation, .

Skills:

Houdini FX
R&D and Tool Development
Unreal Engine – Real-time VFX
Maya-VFX Plugins
Team Collaboration

Education:

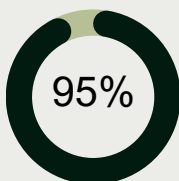
- Bachelor of Computer Applications (BCA)
- Pursuing from Lovely Professional University (LPU)
- ADVFX Plus with Maya
- Completed from MAAC (Maya Academy of Advanced Cinematics)

Softwares

Houdini



Unreal



Maya



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<https://navlamstudios.com/showreel/>

<https://www.youtube.com/@vfxcrew1322>

kakkaranubhav37@gmail.com

Shri nidhi heights inderlok phase 7 Bhayander east mira bhayander

Professional Experience:

Freelance Fx Artist

Jan 2024 - Present | freelance fx artist

- Specialized in creating FX assets and simulations for dynamic scenes — fire, smoke, water simulation ,blood simulation, destruction, and environmental effects.
- Contributed to major productions including:Pushpa 2 (freelance)
- Sardarji 3 (freelance)
- chhaava (freelance)
- Skilled in Houdini, Maya, and industry-standard VFX pipelines.

Technicolor Creative Studio

Dec 2021 - Jan 2024 | Mikros Animation

Hands-on experience in FX R&D — developing custom setups, exploring new techniques, and optimizing workflows for production-ready results.working with unreal engine as well (Mickey Mouse Clubhouse)

- Contributed to high-profile projects like:
- Orion and Dark
- The Legend of Hanuman
- Plankton
- Skilled in Houdini,Unreal, Maya, and industry-standard VFX pipelines