

malini agarwala

fx artist

[Portfolio](#) | [LinkedIn](#) | [Location](#): Los Angeles, CA

Profile

Emerging FX Artist with expertise in Houdini and Unreal Engine, focusing on physically accurate simulations and procedural workflows. Strong foundation in rigid body dynamics, pyro, fluid simulations, and real-time FX. Skilled in scripting with Python, VEX, MEL, and Java for automation and custom tool creation. Adept at integrating effects into live-action footage using Nuke, with an eye for cinematic detail and visual storytelling. Seeking to contribute to innovative VFX teams building high-end content for film, TV, or games.

Contact

agarwalamalini@gmail.com
www.unmappedfx.com

[Artstation](#)
[Instagram](#)

Awards/ Recognition

Best of Term Stylized Environment,
Gnomon, 2021

Technical Skills

FX/ Simulation: Houdini (Pyro, Flip, RBD, Particles), Maya, Unreal Engine (Niagara), Marvelous Designer

Compositing & Finishing: Nuke, After Effects, Photoshop

Scripting: Python, VEX, MEL, Java

Languages

English / *Fluent*

Hindi / *Native*

Bengali / *Fluent*

Education

BFA (Visual Effects Animation)
Gnomon, July 2025 (Expected)

B.Tech (Computer Science Engineering)
Techno India University, Dec 2020

Certifications

Advanced Program in Visual Effects
Maya Academy of Advanced Cinematics,
Jan 2020

Projects

Lava Goddess (In Progress) | Demo Reel Project

Gnomon | July 2025 (Expected)

Designed a high-fidelity lava simulation using custom pyro and viscous fluid setups in Houdini for a character in a fully CG fantasy environment.

Animated the character, modeled and simulated cloth, and developed shaders for molten lava.

Handled full layout, lighting, and look development to enhance visual storytelling.

Knight & the Sword | Demo Reel Project

Gnomon - May 2025

Created a cinematic RBD and particle FX sequence in Houdini, simulating a sword impact with custom fracturing and debris.

Composited the FX over live-action footage using camera tracking and Nuke for realistic integration.

Rendered the scene in Unreal Engine, showcasing real-time FX pipeline and lighting control and enhancing the effects using the Niagara system.

Chroma Keying Using Image Processing | Final Year Project

Techno India University | July, 2020

Developed an automated chroma keying system using TensorFlow and Mask R-CNN to extract foreground subjects from video frames.

Trained on custom-annotated datasets to enhance segmentation accuracy, enabling efficient background replacement in real-time.

Led the end-to-end development of the project, with team support primarily in dataset annotation and model training assistance.

Summary of Skills

Procedural FX Development using Houdini with scripting in Python/VEX

Live-Action Integration: Camera tracking, compositing, and matchmoving in Nuke

Real-Time FX in Unreal Engine using Niagara and dynamic lighting setups

Strong collaboration, problem-solving, and iterative design mindset