

PARTH BHAYANA

FX TECHNICAL DIRECTOR

CONTACT

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📍 Gurugram, India
(Open to Relocation)

LINKS

Portfolio : parthbhayana.com

Showreel : [youtube/parthbhayana](https://youtube.com/parthbhayana)

LinkedIn : [linkedin/parthbhayana](https://linkedin.com/parthbhayana)

IMDb : imdb.com/parthbhayana

PROFESSIONAL SUMMARY

FX Technical Director with 5 years of production experience delivering complex dynamic simulations for major feature films and episodic television (Mickey 17, Nyad, Kalki 2898 AD, Fighter). Proven generalist across Pyro, FLIP fluids, large-scale RBD destruction, and stylized energy FX within Houdini. Combines strong technical problem-solving with pipeline automation via **Python and VEX**, reducing shot setup times by up to 80%. Highly adaptable in **Linux-based studio pipelines**, with a track record of seamless cross-departmental collaboration across Animation, Lighting, and Compositing under tight deadlines.

CORE SKILLS

- **FX Disciplines:** Pyro (Fire & Smoke), FLIP Fluids & Water Simulation, Rigid Body Dynamics (RBD) & Large-Scale Destruction, Magical / Energy FX, Volumetrics
- **FX & 3D Software:** Houdini, Maya, 3ds Max
- **Compositing & 2D:** Nuke, Fusion, After Effects, Photoshop
- **Scripting & Tooling:** VEX, Python, Houdini Digital Assets (HDAs)
- **Pipeline & OS:** Linux, Windows, Studio Pipeline Integration & Automation

WORK EXPERIENCE

DNEG (Double Negative) — FX TD

June 2022 – Present

- Ran FLIP water simulations, seaweed dynamics, and underwater bubble for hero water sequences on **Nyad**, balancing photoreal detail with render efficiency.
- Developed custom Pyro setups for **Kalki**, increasing visual realism and iteration speed on large-scale environmental FX shots.
- Built blizzard snow, snow impact, and volumetric cold-breath for **Mickey 17**, and stylized magical aura lights, volumetric smoke, and ice/frost elements for **Plankton: The Movie**.

FILM & TV CREDITS

- **Mickey 17** (2025)
- **Nyad** (2023)
- **Kalki** (2024)
- **Sky Force** (2025)
- **Fighter** (2024)
- **The Traveller** (2024)
- **Plankton: The Movie** (2025)
- **Masters of the Air** (2024)
- **Border 2** (2026)
- **Ikkis** (2025)
- **Thamma** (2025)
- **Yudhra** (2024)

- Designed and executed photorealistic simulations -- fire, smoke, fluids, and large-scale destruction across feature films including **Kalki, Fighter, and Sky Force**.
- Streamlined internal FX pipeline workflows for **Fighter and The Traveller**, reducing overall shot setup time by 80% through VEX/Python automation and reusable digital assets.
- Built the primary contrail and afterburner simulation setups used across the show and re-engineered the afterburner setup for significantly faster iteration and render efficiency.
- Delivered vehicle destruction, explosion, contrail, and afterburner simulations for aerial action sequences in **Fighter** movie. Optimized simulation setups to lower overall memory and disk usage and reduce render times, improving iteration speed across FX-heavy shots.
- Automated recurring shot setups and built internal tooling using custom VEX/Python scripts and Houdini Digital Assets (HDAs), reducing repetitive manual setup work across shows.
- Partnered daily across Animation, Lighting, and Compositing teams within a Linux-based studio pipeline to deliver seamless, shot-ready FX passes on schedule.
- Developed reusable pyrotechnic and destruction toolsets applied across multiple shows (**Fighter, Sky Force**), reducing per-shot setup time for recurring FX elements.
- Iterated closely with FX Supervisors on look development for large-scale destruction and magical/energy effects, refining simulations against creative direction under production deadlines.
- Currently delivering FX simulation work across high-profile, publicly announced feature and episodic productions at DNEG, including **Ramayana, The Lord of the Rings: The Rings of Power, and Toxic**.

Confidential Client - Freelancer - FX Artist

October 2021- March
2022

- Delivered FX simulation work for a Netflix TV series **Lego Dreamz** project as a freelance artist during FX training at MAAC, gaining early hands-on production experience ahead of joining DNEG.