

Ashfaq Shaikh

FX Supervisor/ Lead

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Introduction

I have 14 years of extensive experience as a FX Supervisor. I am currently working in a Post Production Company (Scanline VFX) located in Vancouver.

I have recently worked on films like **Aquaman and the Lost Kingdom, Stranger Things 4, Ms Marvel, Yu Yu Hakusho, The One and Only Ivan, Aquaman, Xmen-Dark Phoenix, Godzilla - King of the Monsters.**

Have a good knowledge of various 3d Simulation software's such as Houdini, Maya, 3Ds Max, Naiad, Bifrost, Realflow, FumeFX, Thinking Particle, Rayfire as well as Post Production software's such as Adobe Photoshop, Illustrator, After Effects, Premier, Fusion & Nuke.

Please find enclosed my details for your reference. I am open to meet you or get on a call with you to discuss any opportunity that you may consider me for.

Please feel free to contact me on my email or phone number for any questions or concerns that you may have.

Thank You

Objective

To be a part of a progressive organization for a good position that are challenging, incorporate to my personal growth and provide opportunities in the VFX field.

Software Knowledge

Houdini	Realflow	Thinking Particle	PTrack
Naiad	FumeFX	Volume Breaker	Nuke
Bifrost	PFlow	Massive Software	After effects
Maya	Krakatoa	Boujou	Photoshop
3ds max	Rayfire	Mocha Pro	Illustrator

Education

Advance Diploma in 3D
[MAAC, Mumbai - India](#)

Autodesk Certified for 3Ds Max & Maya
[Autodesk](#)

Activities & Interests

- Research on new technologies.
- Research on new better ways for handling huge projects.
- Research on new 3d Software's & Plugins.

Professional Experience

- **Scanline VFX** (Vancouver, BC - Canada) **Apr 2022 – Present**
 - Work as a FX Supervisor/ Lead.
 - Working on numerous high-quality photo-realistic particle, pyro, rigid body, fluid simulations such as smoke, fire, water, steam, explosions, and destruction for top VFX Feature Films.

- **FuseFX** (Vancouver, BC - Canada) **Dec 2021 – Mar 2022**
 - Work as a FX Supervisor.
 - Working on numerous high-quality photo-realistic particle, pyro, rigid body, fluid simulations such as smoke, fire, clouds, water, steam, explosions, and destruction for top VFX Feature Films.

- **Method Studios** (Vancouver, BC - Canada) **May 2021 – Dec 2021**
 - Work as a Senior FX Artist.
 - Working on numerous high-quality photo-realistic particle, pyro, rigid body, fluid simulations such as smoke, fire, clouds, water, steam, explosions, and destruction for top VFX Feature Films.

- **ReDefine - DNEG** (Montreal, QC - Canada) **Oct 2019 – April 2021**
 - Worked as a Senior FX Technical Director.
 - Working on numerous effects such as Pyro, Smoke, Dust, Snow, Lightning, Destruction and Water FX for Films.

- **MPC** (Montreal, QC - Canada) **May 2018 – Aug 2019**
 - Worked as a Key FX Artist.
 - Worked on numerous effects such as Lightning, Destruction, Smoke, Pyro and Water FX for Films.

- **yFX Studio** (Mumbai - India) **Sep 2017 – May 2018**
 - Worked as a Sr. Houdini FX Artist.
 - Worked on numerous effects such as Dust, Smoke, Snow, Sand, Pyro FX and Water or Ocean spectrum for Films.

- **Riva Digital** (Dubai - UAE) **Sep 2012 – Sep 2017**
 - Worked as a Sr. FX Artist.
 - Worked on numerous Films / Theme Park Rides / Games.

- **Graphiti Studio** (Mumbai - India) **Apr 2010 – Jun 2012**
 - Worked as a FX Artist.
 - Worked on numerous Commercials / TV Series.

Work References

- **CG Channel Post for Naiad Buddy 3dsMax rendered using Krakatoa**
www.cgchannel.com/2012/01/exotic-matter-releases-naiad-buddy-for-3ds-max

- **Website**
www.ashvfx.com