

Manav Gala

FX Artist

Professional Summary

I am committed to creating realistic FX. I'm proficient in the entire range of dynamic effects creation, including particles, pyro, RBD and FLIP. In addition, I have experience with shading, lighting, rendering and compositing.

Awards

Finalist for Rookie Awards 2025 – Rookie of the Year – Visual Effects

Finalist for Rookie Awards 2025 – Career Opportunity – Important Looking Pirates

Finalist for Rookie Awards 2025 – Career Opportunity – ETC

Grand Prize – Gnomon Best of Term Winter 2025

Awarded in the Effects | Demolition category for my destruction focused project, titled 'Invasion'.

It included procedural modeling, fracturing and controlled destruction of several different materials, along with detailed pyro and smoke elements.

Grand Prize – Gnomon Best of Term Winter 2024

Awarded in the Effects | Pyro category for my pyro focused project, titled 'Inferno'.

It included procedural modeling, fracturing and controlled destruction of several different materials, along with detailed pyro and smoke elements.

Category Winner – Gnomon Best of Term Spring 2025

Awarded in the Effects | Design category for my FLIP focused project, titled 'Inbound'.

It involved a completely custom FLIP and whitewater setup to bring my hydroman inspired character to life, along with ocean spectrum and pyro elements to tie everything together.

Category Winner – Gnomon Best of Term Fall 2024

Awarded in the Animation | Effects category for my pyro focused project, titled 'Incineration'.

It focuses on fire and smoke elements with supplemental crowd and destruction.

Education

Gnomon

BFA in Digital Production 2026

Los Angeles, CA – USA
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Technical Skills

Houdini:
Particles
Pyro
RBD
FLIP
Vellum
Vex
HDA/OTL Creation
TOPs Wedging/Scheduling
USD/Solaris
Lighting
Rendering

Maya:
Modeling
UV Unwrapping
Animation
Rigging
Lighting
Rendering

Nuke:
Compositing
Camera Tracking
Color Matching
Integration

Soft Skills

Great at working in a team and solo
Communication
Organization
Planning
Timely Execution