

Vijay Manral

British Columbia, Canada

<http://linkedin.com/in/vijay-manral-6789374>

<https://vimeo.com/1003395804>

Summary

A passionate Houdini Visual effects artist with 20 years in the Visual effects and animation industry with leadership experience in Feature film and Episodic series and a team player with good communication skills who loves to collaborate and has the ability to stay calm under tight deadlines.

Skills: Houdini, Nuke, Lighting, Leading, Training.

Experience



Houdini supervisor (Part time)

Think Tank Training Centre

Jun 2024 - Present

Part time Houdini supervisor (Educator)



Studio Fx Supervisor

Stellar Creative Lab

Mar 2023 - Mar 2024 (1 year 1 month)

Supervised 2 shows running parallel in different pipelines with tight deadlines and different look requirements.

Worked closely with other department heads and production to oversee the successful completion of projects. Helped to develop effects pipeline and tools with the help of pipeline Td's to ensure smooth and efficient production and timely delivery.



Sr Fx Artist (Houdini)

Cinesite (Montreal)

Feb 2022 - Mar 2023 (1 year 2 months)



Lead Fx Artist (Houdini)

Cinesite (Vancouver)

May 2018 - Sep 2021 (3 years 5 months)

Lead Houdini Fx Artist

The Addams Family Feature Film (1&2), Mila.

<https://www.imdb.com/title/tt1620981/>



FX TD (Houdini)

PIXOMONDO

Sep 2017 - Mar 2018 (7 months)

Fear of the Walking dead, The Magicians, Siren



FX Lead

Bardel Entertainment

Aug 2016 - Sep 2017 (1 year 2 months)

Angry Birds Blues



Fx TD

MPC

Feb 2016 - Jun 2016 (5 months)

ID2, Suicide Squad



Sr VFX Lead on Dreamworks Animation King Julien at Bardel Entertainment

Apr 2014 - Aug 2015 (1 year 5 months)

As a Senior Fx Lead in Bardel I was responsible for overseeing all the fx teams in the studio.

This role was equivalent to an effects supervisor position.

All hail King Julien, DinoTrux, Puss in Boots and Veggie Tales.

Some of my responsibilities included but were not limited to :

- Direct communication with client supervisors
- Quality control, shot bidding
- Troubleshooting Fx tool and pipeline compatibility issues
- Assisting in streamlining and optimizing production processes
- Assisting in improving internal pipeline and project management tools.
- Working closely with Lighting and Comp team leads and CG supervisors.
- Attending weekly client meetings
- Interviewing potential fx team candidates
- Fx look development and asset development for new shows



Effects, Lighting & Compositing on Feature film The Prophet

Bardel Entertainment

Jan 2014 - Apr 2015 (1 year 4 months)

VFX Artist and helped on Lighting and Compositing on the Feature Film - Khalil Gibrans The Prophet

Worked closely with Director Roger Allers to achieve the desired look and feel of multiple effects shots in the film.

CG Supervisor

Arcana Studio

Sep 2012 - Dec 2013 (1 year 4 months)

TV Series Kagagi (APTN)

- Involved in creative direction,look development,overall style,previz,pipeline.
- Budgeting,scheduling and planning.

CG Supervisor

Arcana Studio

Jul 2012 - Dec 2013 (1 year 6 months)

Managing coordinating and supervising Animated short " Pixies"
for Arcana studios

VFX Supervisor

Arcana Studio

Aug 2010 - Aug 2012 (2 years 1 month)

* Creates Vfx workflow and assist in pipeline development for the department in partnership with CG Supervisor, programmer and other departments

- Overseeing Fx and compositing teams to deliver consistent and quality visual effects for the film
- Responsible for ensuring and maintaining the quality and desired look of Fx shots across the project
- Consult with CG Supervisor as to the technical feasibility of elements in the designs and suggest production friendly solutions that will maintain the vision of the film
- Responsible for reviewing artist work on a regular basis and approving shots for submission.
- Responsible for the look development and r&d for feasible fx solutions and templates for speedy workflow.

VFX Supervisor The GWAll Short

Arcana Studio

Apr 2010 - 2012 (2 years)

On Set VFX Supervision, Project supervision.

Layout, Lighting, Fur Setup, Compositing.

Composer

Arcana Studio

Jan 2011 - Feb 2011 (2 months)

Worked as a Digital Fx Artist, Wire removal, camera stabilization, camera projection for the Live action feature film - Murder in the dark

Digital Effects artist - Dancing Ninja Feature Film

Arcana Studio

Aug 2010 - Oct 2010 (3 months)

- Worked as a Digital Effects artist using compositing techniques (Fusion) for Wire and marker removal for the live action film Dancing Ninja.
- Managed a team of four other digital artists.

Effects/CFX Lead

Trine Gaming & Animation Ltd

May 2007 - Apr 2008 (1 year)

Technical Supervisor

Maya Digital Studios Pvt. Ltd

Mar 2006 - Apr 2007 (1 year 2 months)

Project - TRONJI (CBBC/Ragdoll Productions)

This position required me to do R&D and find new techniques and solutions for ongoing and future projects, give inputs for the development of the production pipeline and troubleshoot in case of technical issues. Apart from that I also worked on fluid simulations and Fur for some pilots.

VFX Artist

Prana Studios Ltd

Mar 2005 - Apr 2006 (1 year 2 months)

VFX for live action and CG films

VFX artist

Maya Digital Studios Pvt. Ltd

2004 - 2005 (1 year)

This was my first job in this industry . I joined as a trainee doing texturing ,modelling BG and soon started handling VFX shots for a 20 min film and ended up doing most of the VFX (around 300) shots in the film . I was also involved in a lot of RND and Troubleshooting during production and rendering stages.

Education

Art Institute Of Vancouver

VFX for Film And Television, VFX/Fine Art

2008 - 2010

Visual Effects for Film and Television, took classes in Cinematography, Editing, Television and Film Production, working on set, setting up Lights, Dolly's, Cranes etc, Green Screen shoot, Filming for VFX production.

Vancouver Film School

Houdini Workshop, Film/Video and Photographic Arts

2017 - 2017

1 month Houdini Workshop for Fx

Guru Nanak Dev University

Bachelor's Degree in Information technology

2001 - 2003