AKSHAT GOBIND

I am a VFX artist and filmmaker with a strong foundation in particle simulation, compositing, and camera operation. With a passion for health, technology, and storytelling, I specialize in blending live-action with CGI to create visually compelling narratives for film and television.

VFX ShowReel (2025)

Linktree: Akshatgobind

SKILLS

- Particle simulation
- Water simulation
- Compositing
- Custom scripts
- Cloth simulation

PROGRAMING PROFICIENCY

- Python programing language
- HTML programing language

EDUCATION

BFA |VFX (STEM)| Savannah College of Art and Design (SCAD), USA
2022 – Present (Senior)

HIGH SCHOOL (science)| Carmel Senior Secondary School, India
(2019 – 2021)

Carmel Senior Secondary School, India
(2010 - 2018)

WORK EXPERIENCE

2023 - 2025
SCADBound Leader | Orientation assistant | Helping new students move in and hosting events for everyone

2024 - 2025
SCADfit Student Lead | Front Desk Assistant | Manager at SCADfit gym
Intramurals and Recreation Assistant | Coach's assistant | Helping with refereeing and setting up the field for the students

2024 - 2025
Bird Murmuration | Houdini particle simulation | Water simulation
Simulated complex bird flocking behavior using Houdini particles and integrated water effects. Focused on realism and motion dynamics for a natural visual flow.

Awakening | Particle simulation in Houdini | Nuke compositing
Designed and simulated Houdini particles and composited them using Nuke for a senior capstone.

Wave Machine | 3D modeler| Houdini VEX expressions
Used VEX expressions to animate 3D models, mimicking the motion of kinetic sculptures.

ChefATL | Season 1 Ep. 6 & 7 | Camera B operator
Worked as Camera B Operator for a reality TV show using Arri Alexa Mini.
Framed interviews and B-roll footage with a 290mm lens on the Arri Mini.

Fly on the wall | Camera operator
Operated one of the 7 cameras in a multi-cam setup for a reality TV production.
Captured spontaneous moments using BlackMagic pocket cameras.

2023 - 2024
Underworld | Maya Volumetrics Fog
Simulated volumetric fog in Maya to enhance a stylized Atlanta 3D city model.
Managed lighting and FX timing to fit the mood and story.

LED Volume | Director
Shot a miniature set using forced perspective to create depth illusions.
Worked on camera alignment, lighting, and scale matching to get the shot

Warped Road | 3D modeler
Modeled a twisting road environment in Maya inspired by Inception.
Used deformers and camera animation to create a surreal perspective.

2021 - 2023
RoboButler | 3D modeler | Compositor | Animator
Modeled and Animated a 3D robot and composited it into live footage using Blender.

Burning Head Effect | Custom shader in Blender
Built a stylized fire shader using Blender's node-based compositing system. Tweaked color, glow, and distortion to achieve a dramatic result.

SKILLS & EXPERTISE

SOFTWARE - Houdini | Autodesk Maya | Blender | Nuke | 3D substance painter | Adobe After Effect | Adobe Photoshop | Adobe Illustrator

HARDWARE - Alexa mini camera | Red Raptors | Red Kamados | Blackmagic pocket 6k |Sony A74 | HMI Lights (Joker) | Nanlite lights | Zoom Recorder Kit