



ANTHONY A. ALVAREZ

FX ARTIST

Contact

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ON THE WEB

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LOCATION

Los Angeles
Studio City, CA 91602

SOCIAL

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Profile

FX Artist and Technical Artist who combines creativity with technical problem-solving to bring ideas to life through procedural visual effects and innovative workflows.

Core SIMULATIONS

- Design procedural visual effects that balance artistic direction with physically believable simulations.
- Develop cinematic fire, smoke, fluids, destruction, particle, and volumetric effects for production-ready shots.
- Optimize simulations for quality, performance, and efficient iteration.

TECHNICAL DEVELOPMENT

- Develop reusable procedural tools and workflows using Houdini, VEX, and Python.
- Automate repetitive production tasks to improve artist efficiency and consistency.

PRODUCTION PLANNING

- Plan and prioritize complex projects to meet production deadlines without compromising quality.
- Coordinate effectively across teams while maintaining clear communication and workflow visibility.

Professional Experience

Personal & Academic Projects [2024 – Present]

Designed and developed cinematic procedural visual effects using Houdini, including destruction, fluids, pyro, particles, and volumetric simulations. Built reusable tools and automated workflows with VEX and Python while completing end-to-end projects involving lighting, rendering, and compositing.

Electronic Engineer

Entel Perú, Lima, Peru [07/2014 – 02/2023]

Led technical initiatives across engineering and operations, coordinating multidisciplinary teams to solve complex production issues. Improved workflows through automation and data analysis, delivering executive presentations on business performance and KPIs.

Education

Gnomon — School of Visual Effects, Games & Animation

Certificate in Digital Production for Entertainment – Visual Effects

Los Angeles, CA | [2025 – 2026]

Professional Title in Electronic Engineering

[Officially conferred by the Peruvian State]

Universidad Peruana de Ciencias Aplicadas (UPC) — Lima, Peru | 2016

Bachelor's Degree in Electronic Engineering

Universidad Peruana de Ciencias Aplicadas (UPC) — Lima, Peru | 2007 – 2014

Ranked 2nd in the Electronic Engineering graduating class.

Software

Houdini • Maya • Pyro • FLIP • RBD
Destruction • Particle Systems
VDB / Volumetric Workflows •
Procedural Modeling
Houdini Digital Assets (HDA) • VEX
• Python
Solaris / USD • Karma • Look
Development • FX & Scene
Optimization • V-Ray • PyCharm
•Github

Awards/ Recognition

Gnomon :: Best of Term Winner,
[Tool Development]
Fall 2025 – **RenderFlow**

Gnomon :: Best of Term Winner,
[Tool Development]
Summer 2025 – **MaterialBuilder for Maya**

Academic Excellence Scholarship
Awarded every semester
throughout the Bachelor's Degree
in Electronic Engineering
Universidad Peruana de Ciencias
Aplicadas (UPC)

Languages

Spanish / Native
English / Conversational

Interests

Photography, Filmmaking,
Songwriting, Karaoke nights.