

**OBJECTIVE:** To produce quality Visual Effect animations while working with a creative and inspiring team of professional game developers

**QUALIFICATIONS:** 15 years Industry experience as an FX artist with many shipped titles  
Real-time game engine particle and materials experience  
Familiar with Agile development techniques  
Adaptable - quick to master proprietary systems  
Able to work independently with little or no direction

**SOFTWARE SKILLS:** Unreal 3-5, GameBryo, Embergen, Houdini, Maya, Photoshop, Substance, Perforce, Confluence, Jira, Rally, Test Track Pro, Shotgrid, Miro/Mural, Visual Studio and office

**RELATED EXPERIENCE:**

**Lead FX Artist**, March 2021 to current

**Senior FX Artist**, October 2016 to March 2021

**FX Artist**, January 2015 to October 2016

Crystal Dynamics, Redwood City, CA

- Contributed environment, gameplay, character, weapon and cinematic VFX for:  
PERFECT DARK (canceled)  
MARVEL'S AVENGERS + WAR FOR WAKANDA expansion and other DLC  
SHADOW OF THE TOMB RAIDER  
RISE OF THE TOMB RAIDER and subsequent DLC
- Led a team of local, codev and outsource fx artists from various time zones
- Participated in kickoff, review, planning, roadmap, and scope meetings
- Created and managed fx materials, tools, and workflows
- Documented for systems, workflow, and custom modules
- Simulated fluid dynamics for use in animated flipbook textures
- 3D Modeled support assets

**FX Artist**, November 2012 to January 2015

Gazillion Entertainment, San Mateo, CA

- Developed super-power VFX for MARVEL HEROES
- Utilized real-time materials and particle systems
- Optimized particles to enhance run time performance
- Developed VFX for destructible props and mission events
- 3D modeled assets associated with physics engine and particle events
- Scripted particle events utilizing UnrealScript templates in Visual Studio

**FX Artist**, December 2010 to October 2012

Paragon Studios - NC Soft, Mountain View, CA

- Shipped three expansions for CITY OF HEROES: FREEDOM
- Created Character and environment effects as well as 3D prop modeling support
- Authored and Implemented VFX with a proprietary scripting system
- Utilized 3D modeled assets to enhance particle systems
- Facilitated a wide range of customization options for powers and costume parts
- Collaborated with designers to visualize gameplay concepts and stories
- Worked closely with Animators to assemble powers and emotes
- Regularly followed a tight schedule for micro-transaction deliveries
- Received media training and participated in direct communication with player base through web forums, events and video streams

**FX Artist**, June 2010 to November 2010  
Junction Point Studios - Disney Interactive, Austin, TX

- Developed environmental and interactive effects for Disney's EPIC MICKEY
- Collaborated with Designers to populate world FX
- Utilized geometry assets to enhance particle systems
- Cut apart and animated breaking geo objects to simulate physics
- Maintained a strict budget on particle systems and textures

**EDUCATION:**

BFA Degree in Animation and Illustration  
San Jose State University, San Jose, CA  
Date of graduation: May 26, 2007

See Linked-In profile for recommendations - <http://www.linkedin.com/in/leobraz>