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## FX Artist Resume

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### Job Objective

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Use my creative skills to obtain the job of a FX Artist.

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### Highlights of Qualifications:

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- Excellent experience in developing effects through Photoshop and 3D Studio Max
  - Sound knowledge of visual effect terminology
  - Profound knowledge of particle systems and scripts for development of dynamic environment
  - Ability to coordinate with different teams and prepared designs
  - Ability to adapt to new software effectively as per requirements
  - Proficient in providing texturing through Maya and Photoshop
  - Familiarity with particle systems, fields, expressions, scripts, and dynamic systems
  - Proficient with 3D Studio Max, Adobe Photoshop, Maya, XSI and 2D Software
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### Professional Experience:

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FX Artist  
Randstad Technologies, Los Angeles, CA  
August 2012 – Present

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### Responsibilities:

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- Developed appropriate FX assets with help of various 2D and 3D tools.
- Designed and implemented various assets for FX project development.
- Coordinated with artists and Tech FX for projects.
- Prepared simulations for gameplay elements as per client requirements.
- Collaborated with programmers and designed new and effective system tools.
- Analysed project requirements and if required prepared decal textures.

FX Artist  
ZeniMax Online Studios, Los Angeles, CA  
May 2009 – July 2012

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### Responsibilities:

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- Coordinated with team members and prepared game assets.
  - Maintained quality on various FX assets on multiple platforms.
  - Proposed and monitored development of various creative ideas.
  - Coordinated with art director and prepared required animation and designs.
  - Ensured compliance to policies and technical requirements for FX development.
  - Assisted to resolve technical issues that help to increase performance.
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### Education:

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Bachelor's Degree in Fine Arts  
Diablo Valley College, Pleasant Hill, CA

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