
VFX Artist Resume

Job Objective

Seeking employment as a VFX Artist.

Highlights of Qualifications:

- Hands-on experience in developing high quality VFX projects
 - Thorough knowledge of various commercial 3D packages
 - Immense knowledge of designing video games and feature animation
 - Proficient with VFX editors, Mel, Maxscript, Phyton other commercial 3D authoring packages
 - Ability to interpret 2D pre-viz through to complete 3D solutions
 - Wide knowledge of game development process
 - Ability to evaluate competitor work on regular basis
 - Ability to develop relevant content for website
 - Solid understanding of particle systems and scripting languages
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Professional Experience:

VFX Artist

American Movie Company, Yankeetown, FL

August 2012 – Present

Responsibilities:

- Designed and developed visual effects for various different games.
- Prepared dynamic VFX animations utilizing variety of assets.
- Coordinated with game designers and engineers and interpreted client requirements.
- Provided technical support to art director and VFX lead.
- Trained and mentored Effects animators to ensure quality of work for various projects.
- Maintained records of data storage and retrieved information as per requirement.

VFX Artist

Electronic Arts Inc., Yankeetown, FL

May 2009 – July 2012

Responsibilities:

- Designed and produced on screen broadcast of various graphics.
 - Inspected individual projects and provided supplement videos to content if required.
 - Maintained industry trends and acquired appropriate hardware and software.
 - Monitored various activities and maintained standards across projects.
 - Coordinated with game leads and directors and assisted to set up solutions.
 - Evaluated game engine and optimized various game assets.
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Education:

Bachelor's Degree in Computer Science

Lock Haven University, Lock Haven, PA

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