

3, 2, 1, LET'S JAM.

2020 - 2026

LEAD VFX ARTIST
at Meta - Sanzaru Games**Asgard's Wrath 2 (Mobile VR), Unannounced Popular IP VR Project**

- Led real-time VFX development for large-scale, open world mobile VR titles in Unreal Engine.
- Managed and mentored a team of VFX artists through full production cycles.
- Defined VFX pipelines, visual standards, and best practices for VR.
- Partnered with design, engineering, and art leadership to balance fidelity, performance, and player comfort.
- Created and optimized Cascade/Niagara effects under strict mobile VR constraints.
- Led training and growth initiatives within the group.

2018 - 2020

LEAD VFX ARTIST
at Sanzaru Games**Asgard's Wrath (PCVR), Marvel Powers United VR (PCVR)**

- Led VFX production for AAA PCVR ARPG and Multiplayer PvE titles.
- Established VFX direction and visual language with Art Direction.
- Delivered high-fidelity combat, ability, cinematic, and environmental effects
- Mentored artists and supported team growth through reviews and guidance.
- Designed cohesive thematic vfx kits for enemy factions, player characters, and environments.
- Worked closely with design and engineering to develop new VFX rich features.

2016 - 2018

SENIOR VFX ARTIST
at Sanzaru Games**VR Sports Challenge (PCVR)**

- Designed and implemented optimized real-time VFX for VR gameplay.
- Collaborated with design and engineering to integrate effects into gameplay systems.
- Worked with the UI Department to design and implement diegetic and non-diegetic UI elements.
- Supported rapid iteration and evolving production needs.

2014 - 2016

SENIOR VFX ARTIST
at nWay Inc.**ChronoBlade (Mobile - CN & KR)**

- Developed all VFX for NPCs, environments, weapons, UI, and region specific features.
- Created and modified shaders to enhance VFX quality and help nGui integration.
- Integrated cheaper solutions for game optimization and created new features with low production cost.
- Optimized existing VFX for low-end devices and continued to concept and develop new VFX to fit project needs.

2012 - 2014

VFX ARTIST
at nWay Inc.**ChronoBlade (Facebook game)**

- Created all visual effects, from concept to implementation, for playable characters, NPCs, weapons, environments, hazards, and UI.
- Collaborated closely with multiple departments, including design, animation, and engineering.

2008 - 2012

DIGITAL ARTIST
at Float Hybrid & Reliance MediaWorks VFX
Film

- Shark Night 3D, Percy Jackson, The Conspirator

Mobile, Console, & XR/VR Experiences

- Created 3D assets and VFX for several projects including Squishbot and Subject 7.

OVERVIEW

- Real-Time VFX Artist with **15+ years of industry experience** across **film, mobile/console games, PCVR, and mobile VR**, including **7+ years in lead roles**.
- Led real-time VFX development on Asgard's Wrath 2, a **20+ award winning title**, including **VR Game of the Year**.
- Proven track record shipping AAA and mobile VR titles, building scalable real-time VFX pipelines, and mentoring artists.
- Expert in **Unreal Engine 5, Maya**, and performance-driven VFX for immersive platforms.

MANAGEMENT

- Team Building and Training
- Pipeline Development
- Style Guide and Workflow Documentation
- Outsource Team Management
- Cross-Discipline Collaboration

CORE SKILLS

- Unreal Engine 5 (Niagara/Cascade)
- Visual Scripting (Blueprints)
- Shader Authoring
- Adobe Creative Suite
- Maya
- Unity
- Houdini
- UX/UI
- User Testing

GENRES

- RPG/ARPG
- AR/VR/MR Gesture
- FPS
- Puzzle/Narrative

EDUCATION

- Expression College, Valedictorian
BAS - Art and Visual Effects