

ANNA APLIN

- VFX ARTIST -

Proficient VFX Artist with two years of experience in game development, VFX and film production; a proven ability to work collaboratively and self lead, while being able retain information and learn in a fast-paced environment; a strong background in VFX within game engines and game development; seeks a position as a VFX Artist.

Skills

- Lighting/Rendering
- Texturing/Materials
- Layout Composition
- Particle Systems
- Production software
- Collaborative
- Diligent
- Detailed

Experience

VFX Artist 2022 - Present

Behaviour Interactive, Montreal, Quebec – Remote

- Create game based VFX for Dead By Daylight
- Material Editor, Blueprints, Niagara, Cascade, Unreal Engine 4

Layout Design & Post Production

Humber College, Etobicoke, Ontario

- Created a faculty directed short animated film inside Maya.
- Wrote the initial story concept, assisted in layout design, editing/post-production and assisted in workflow organization.

Game VFX Artist 2020 - 2021

Humber College, Etobicoke, Ontario

- Created game based VFX for a faculty directed game Amulet Hunters within Unreal Engine 4.
- Effects were made from textures made in Photoshop, sent to the Material Editor where they were used in Niagara Emitters, Particle Systems, and were placed in as Niagara Systems, Blueprints or in Animation Sequences.

Graphic Designer 2021 – Present

Japan Festival Canada, Remote

- Design student for the media team.
- Redesigned the official Japan Festival Canada Logo using Adobe Illustrator and Photoshop.

Level Design

Humber College, Etobicoke, Ontario

- Designed and modeled a game level inside Unity for BLYNC, a VR biking program

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- Designed a high-resolution version inside Unreal Engine 5 for a product trailer, some modeled assets and Quixel Megascans, Niagara VFX.

Education

Humber College

2019 - 2022

Animation 3D

- Self directed and built a 3D environment made within Unreal Engine 5 by developing and executing layout, composition, modeling, texturing, lighting and VFX skills.
- Global Culture Connector Team Lead, hosted and facilitated virtual events for Humber students, and partnered abroad schools, CCR approved training.

Conestoga College

2018 - 2019

Design Foundations

- Built art and design skills to create a proper portfolio.
- Academic Proficiency awards – COMM 1825, ARTS 1110, Creative Reliability award.