ESTHER NHO - REALTIME VFX ARTIST [www.esthernho.com](http://www.esthernho.com) | [esther.nho@gmail.com](mailto:esther.nho@gmail.com)A long, thin rectangle to divide sections of the document

EXPERIENCE

**Crop Circle Games**

## *Senior VFX Artist*

New Orleans, LA (Remote) | MAR 2023 - CURRENT  
*Unannounced Project*

* Created particle systems using Unreal 5’s Niagara particle system.
* Implementing VFX and working with Unreal 5’s gameplay ability system
* Creating materials, meshes, and textures for use in effects

## Stray Bombay

## *Senior VFX Artist*

Seattle, WA (Remote) | OCT 2021 - NOV 2022

*The Anacrusis*

* Created weapon VFX using Unreal 4’s Cascade and Niagara particle system editor
* Implemented VFX in blueprints used for weapons and environments
* Created post process materials for status effects and perks and implemented them using Unreal’s widget blueprints
* Creating materials, meshes, and textures for use in effects
* Optimizing existing effects

## Deck Nine Games

## *Senior VFX/VFX Artist*

Broomfield, CO | JAN 2018 - SEP 2021

*Life is Strange: True Colors*

* Created ambient and cinematic VFX using Unreal 4's Cascade editor and blueprints
* Material creation
* Created scripts to help automate specific tasks
* Implemented VFX in scenes and keying cinematic effects
* Created rigid body simulations using Maya

## 

## *Environment Artist*

Broomfield, CO | SEPT 2016 - DEC 2017

*Life is Strange: Before The Storm*

Was originally hired as an environment artist and quickly took up other responsibilities.

* Created props and models and used them to set dress scenes
* Lighting scenes
* Created scripts in C# for use with Unity to help automate tedious tasks
* Created VFX particle systems in Unity for Episode 2, 3, and the DLC

# EDUCATION

## Savannah College of Art and Design

## *Bachelor’s Degree: Interactive Design and Game Development*

2012-2015 | Savannah, GA

* Graduated with a Bachelor’s Degree in Interactive Design and Game Development

## Digipen Institute of Technology

## *Bachelor of Fine Arts: Digital Art and Animation*

2010-2012 | Redmond, WA

# SKILLS AND SOFTWARE PROFICIENCY

Unreal Engine 5, Unreal Engine 4, Unity, Autodesk Maya, Substance Designer, Substance Painter, Adobe Photoshop, Basic scripting in Python, Unreal Blueprints, Unreal’s Cascade, Unreal’s Niagara