

# ESTHER NHO - REALTIME VFX ARTIST

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## 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