

ANNA APLIN

VFX ARTIST

Proficient VFX Artist with three years of experience in game development, and VFX; 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

- Niagara
- Texturing
- Blueprints
- Materials
- Production Software
- Collaborative
- Diligent
- Detail Oriented

Experience

VFX Artist | *Behaviour Interactive* | 2022 - Present

- Real-time VFX for Dead by Daylight
- Material Editor, Shaders, Blueprints, Niagara, Cascade, Unreal Engine 4, Jira, Particle Effects, Confluence, Photoshop, Blender, Substance Designer, Unreal Engine 5, Optimization

VFX Artist | *Humber College* | 2020 - 2021

- Real-time VFX on faculty directed game, Amulet Hunters (UE4)
- Material Editor, Blueprints, Niagara, Cascade, Unreal Engine 4, Photoshop

Education

Yorkville University | *Bachelor of Creative Arts* | 2025 - Present

Humber College | *Animation 3D* | 2019 - 2022

- 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 | *Design Foundations* | 2018 - 2019

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