

ANNA APLIN

Real-Time VFX Artist

Proficient VFX Artist with 3 years of hands-on experience in game development and real-time visual effects. Skilled in both collaborative team settings and self-directed work, with a strong ability to learn quickly and thrive in fast-paced environments. Experienced in developing high-quality VFX within game engines, actively seeking a VFX Artist position

Skills

- Niagara
- Procedural Textures
- Blueprints
- Materials
- Production Software
- Collaborative
- Diligent
- Detail Oriented

Experience

VFX Artist | *Behaviour Interactive* | Sept. 2022 - Present

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

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