

Maggie Brown

VFX Artist

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Academic Projects

VFX Artist, Spicy Dice Studios Sep. 2020 – Dec. 2020

A 3rd Person Action/ Souls- Like **Team Size: 22**

- Concepted new visual effects
- Created visual effects using both particle systems in Unity
- Worked with programmers on streamlined implementation
- Created shaders using Unity's built-in shader graph

VFX Artist, Mu and Friends Sep. 2019 – Apr. 2020

A 3D Sandbox Gardening Game **Team Size: 15**

- Created all visual effect concept drawings
- Worked with designers how best to use VFX for gameplay
- Created particle systems in Unreal Engine 4 Cascade
- Created custom materials in Unreal Engine 4
- Researched strategies for VFX creation

VFX/UI Artist, Nightjar Studios Sep. 2018 - Apr. 2019

A 2D Arena Brawler **Team Size: 10**

- Created particle systems with a proprietary particle engine
- Created custom particle sprites for use in engine
- Animated Explosion sprites in Photoshop
- Combined sprite animations with particle systems
- Worked with the UI designer to plan out the User Interface
- Utilized Photoshop to create 2D UI assets

EDUCATION

DigiPen Institute of Technology

- Graduated April 25th, 2021
- Bachelor of Fine Arts in Digital Art & Animation
- Dean's List

WaNic High School Program

- Fall 2016 - Spring 2017
- Took college Freshman level courses at DigiPen during Senior year of high school

SKILLS:

- Particle Systems (Niagara, Unity)
- Houdini Simulations
- Node Based Shader Development
- Creating In-Engine Materials
- 3D Environment Modeling
- UV Unwrapping and Layout
- Animating 2D VFX
- Digital Painting
- Texturing

TOOLS:



Photoshop



Maya



Unreal Engine



Unity Engine



Substance
Painter



Marmoset
Renderer



Houdini