

ARINA ANDRIUSHCHENKO

Real-time VFX artist

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SUMMARY

- Creative and collaborative artist/game developer innovating in various types of digital projects using advanced technical software.

EXPERIENCE

Mid-level VFX artist

October 2022 – Present

ILM Immersive, Singapore

Projects delivered: First of a kind Immersive Experience with the major IP streaming service

First of a kind Immersive Experience with the major Disney IP on a major IP VR device

- Establishing ILM Immersive team in SG and teaching local talent
- Create Unity/Unreal development transitions suitable for working on various platform projects
- Working with Design, Environment and UI/UX teams to create Blueprint systems
- Creating VFX for compelling moments using Houdini, Nuke and Unreal Niagara Systems
- Creating and modifying complex shader systems and textures using Adobe Suite, Nuke and Unreal Engine material systems

Jr VFX artist

February 2022 – October 2022

ILMXLAB, San Francisco, CA

Projects delivered: STAR WARS Tales from the Galaxy's Edge – Enhanced Edition

Inner ILM prototype project that is currently in a full-scale development – unannounced

- Visualizing, creating, and implementing real-time VFX in Unreal Engine that are performant for different type of platforms
- Integrating VFX from Houdini to Unreal Engine using VAT system
- Performing VFX in Houdini using ILM Fluid (FLIP) and Bullet solvers
- Using ILM inner proprietary
- Creating high resolution flipbooks using Houdini rendering system and compositing in Nuke
- Working with Level Design and Environment Team to create VFX for compelling moments
- Creating and modifying textures using Unreal Engine material system
- Setting up sequencer for cinematics

3D Artist/3D Generalist

September 2021 – February 2022

Tab Time YouTube Original Series, Los Angeles, CA

- 2D and 3D tracking, compositing and rotoscoping using Nuke and After Effects
- Using Character Animator for editing of body and facial performance
- Animating a 3D butterfly character in Autodesk Maya

EDUCATION

- Bachelor of Fine Arts 3D Animation and VFX, New York Film Academy, Los Angeles, CA, September 2018 - September 2021
- Narrative Design, University of California, Los Angeles, CA September 2019

SKILLS AND SOFTWARE

- Unreal Engine
- Unity
- UE Cascade & Niagara
- Visual coding & Blueprints
- Houdini
- Nuke
- Adobe Suite
- Autodesk Maya
- Fluent English and Russian, working limited German