Violet DeSnyder

Technical/VFX Artist

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WORK EXPERIENCE

Technical/VFX Artist // **Free Range Games**, Remote to Sausalito, CA
June 2021 - Present

- Collaborated with teams on Visual Effects and Environment Art to deliver, iterate upon, and integrate assets in Unreal Engine 4 on *The Lord of the Rings: Return to Moria*, from June 2021 - July 2023.
- Managed tickets through Jira software, communicating with teams of 5-25 people and updating tickets and Miro boards with visuals to maintain consistent feedback and communication.
- Utilized Niagara, Blueprints, Material Networks, and Animation Sequences to create, parameterize, and integrate VFX.
- Applied existing Houdini knowledge to create procedurally generated assets and tools on both Moria and an unannounced UE5 game to streamline work and reduce hours on other team members' parts.
- Created combat, environmental, and world-building fx, as well as generated breakable assets/associated UV's in Maya and integrated them into UE4 for environment art.
- Transitioned to Unreal Engine 5 on an unannounced project August 2023.

Lead VFX & CFX // **University of Colorado Senior Short**, Denver, CO
Winter 2019 - Spring 2021

- Led VFX and Co-Led CFX on Senior Short film, "Monstrous Mishaps", collaborating with a group of classmates through the latter two years of University.
- Worked in PRISM Pipeline to gain experience in a proprietary pipeline environment with Houdini, Maya, Nuke, and other 3D programs.
- Contributed to every step of the pipeline, from character concept to the credits, and documented progress and process transparently online.

EDUCATION

University of Colorado Denver, Denver, CO
BFA in 3D Motion Graphics and Animation
Aug. 2017 - May 2021
Clark Community College, Vancouver, WA
General AA
Sept. 2015 - Jun. 2017
Earned AA concurrent with High School Graduation

SUMMARY

With a film-oriented education and work experience focused on video games, I bring a variety of skill sets that allow intersectionality of knowledge and experience to any project. I have an eager-to-learn attitude, and am beyond passionate about every aspect and piece that I work on. I am always looking forward to a new challenge that forces me to broaden my horizons, and hopefully do the same for those around me.

I also have a killer banana bread recipe, and love to crochet. :)

SKILLS

Programs:
Houdini, Maya, Unreal Engine 4 and 5, Adobe Cloud, ZBrush, Substance Painter, Google Cloud, Jira, Perforce, Miro, Confluence

Soft Skills:
Adaptable, Organized, Communicative, Empathetic, Creative

Bilingual:
Conversationally Fluent in French
Received WA State Seal of Biliteracy 2016