

SUMMARY

As a VFX professional, I work collaboratively with producers to establish efficient timelines for VFX deadlines, ensuring timely delivery of effects. In close partnership with game designers and art directors, I bring their creative visions to life through captivating VFX. My collaboration with engineers ensures that VFX tools align seamlessly with the Pipeline and game system. Additionally, I take pride in mentoring junior artists and contribute to the team's success through meticulous documentation of VFX tools. I am always open to sharing ideas and welcome input from fellow VFX artists on the team. Let me know if this captures what you're looking for

CONTACT

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SKILLS

- Particle Simulation
- Fracture and RBD Simulation
- Fluids Simulation
- VFX Modeling, Rendering, Compositing

SOFTWARE

- **UNREAL**
 - Niagara, BluePrints, Shaders
 - Chaos, Module
- **HOUDINI**
 - Pyro, RBD, POP, FLIP Solvers
 - Rendering
- **MAYA**
 - Fluids, Particle, MASH,
 - Animation, VFX Modeling,
 - VFX Rigging, Rendering
 - Phoenix, Fracture
- **RENDERING**
 - VRAY
 - Redshift
 - Arnold
- **COMPOSITING**
 - Nuke
 - After Effect
- **SUBSTANCE PAINTER**
- **POPCORN-FX**
- **PHOTO SHOP**

ABOUT ME

Hello, I'm Nader, a VFX artist with a love for crafting storytelling experiences through visual effects. I've had the privilege of contributing my skills to renowned studios like Lost Boys Interactive and Blur, along with freelance projects for movies featured on IMDb. My journey in the world of VFX was enriched by my education at Gnomon, where I honed my artistic skills and learned the intricacies of the craft. I am dedicated to bringing imagination to life and making a lasting impact through the power of visual storytelling.

EXPERIENCE

VFX Artist | Lost Boys Interactive | 2021 - 2024

- **Amazon Game - New World**
 - Character VFX
 - Magic VFX
 - Shield VFX
 - Environment VFX
 - Weapons VFX
 - Debugging
- **WWE My Faction - 2K**
 - UI VFX
 - Cinematic VFX
- **Lost Boys Interactive**
 - Tools development
 - Realistic muzzle flash VFX
 - Realistic blood splash VFX
 - Realistic environment VFX

Houdini Generalist | Blur | Love Death And Robots | 2021

- Working with Scene Assemble Team - "The Drowned Giant"
- Creating all sand footstep VFX for the project "The Drowned Giant"

VFX Artist | IMDb TV | A Hard Problem | 2020

- Creating steam effects
- Lighting and rendering
- Animation

VFX Artist | IMDb TV | Mayfield's Game | 2020

- Creating character shadow effect
- Lighting and rendering
- MOCAP rigging and animation

EDUCATION

- Gnomon school of visual Effects - 2020