

NADER GORJI

SENIOR REAL-TIME VFX ARTIST | UNREAL ENGINE / NIAGARA | HOUDINI FX | GAMEPLAY + CINEMATIC FX

Los Angeles, CA | [NaderGorji.com](https://www.nadergorji.com) | Nader.Gorji@gmail.com | [LinkedIn](https://www.linkedin.com/in/nadergorji)

SUMMARY

Senior real-time VFX artist with 5+ years of game and cinematic production experience, including shipped AAA work on New World and WWE 2K MyFaction. Skilled in Unreal Engine, Niagara, Houdini FX, materials, shaders, particle systems, optimization, and fast visual iteration. Experienced owning gameplay, environmental, character ability, weapon, fire/smoke, UI, and cinematic effects from block-out through final polish while collaborating with art, design, engineering, lighting, and tech art.

CORE STRENGTHS

REAL-TIME / ENGINE VFX

Unreal Engine, Niagara, materials, shaders, Blueprints, Sequencer, real-time workflows, gameplay readability, performance budgets

FX / SIMULATION / TOOLS

Houdini Pyro/RBD/POP/FLIP, Maya, Nuke, After Effects, Premiere, Photoshop, PopcornFX, PBR concepts

PRODUCTION / COLLABORATION

AAA pipelines, optimization, cross-discipline collaboration, troubleshooting, documentation, fast iteration, AI-assisted concept support

EXPERIENCE

VFX Artist | Insight Global - Confidential Project | 2025 - Present

- Create and refine real-time VFX assets, simulations, look-development variations, and review-ready outputs for confidential production and internal pipeline workflows under NDA.
- Build consistent effect iterations using Houdini, Unreal Engine, compositing, and shot-review workflows; prepare clean renders, layers, and technical notes for integration and feedback.
- Maintain naming, versioning, documentation, and quality-control standards while troubleshooting production issues with cross-functional partners.

Technical VFX Artist / Creative AI Director | JeeJeeLand Media | 2025 - Present

- Built an end-to-end visual production pipeline covering ideation, scripts, style guides, shot planning, image/video generation, editing, compositing, QC, and delivery.
- Developed repeatable visual standards for large A-Z content batches, maintaining consistency in characters, color palette, framing, lighting, motion rhythm, and final formats.
- Used AI-assisted workflows as concept and iteration support alongside Photoshop, After Effects, Premiere, ComfyUI, Runway, LTX, Wan, Kling/Luma, Topaz, Suno, and ChatGPT.

VFX Artist | Lost Boys Interactive - New World / WWE 2K MyFaction | 2021 - 2024

- Created and implemented character ability, magic, shield, weapon, environment, and gameplay VFX for shipped New World content using Niagara, materials, shaders, and real-time workflows.
- Owned effects through block-out, iteration, timing, polish, optimization, and gameplay readability in collaboration with art, design, engineering, lighting, and cinematics.
- Supported WWE 2K MyFaction with cinematic VFX, rendering, UI VFX, PopcornFX effects, and promotional/game-feature content.
- Built reusable setups and internal tools; delivered muzzle flashes, blood impacts, environment FX, cinematic support assets, and production troubleshooting.

FX Artist | Blur Studio - Love, Death + Robots (The Drowned Giant) | 2021

- Supported Houdini-based FX scene assembly, environmental FX elements, layout, asset integration, scene cleanup, troubleshooting, and final-delivery workflows.

VFX Artist | IMDb TV - A Hard Problem / Mayfield's Game | 2020

- Created smoke effects, character shadow effects, and shot transitions; supported lighting, rendering, mocap rigging, and animation tasks.

SELECTED CREDITS

New World franchise | WWE 2K MyFaction | Love, Death + Robots - The Drowned Giant | A Hard Problem | Mayfield's Game

EDUCATION

Gnomon School of Visual Effects - 2020