

NADER GORJI

CG EXPERIMENTAL ARTIST | GENAI PRODUCTION PIPELINE | COMFYUI / UNREAL / HOUDINI
REAL-TIME VFX | AI-ASSISTED ANIMATION + STORYTELLING WORKFLOWS
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SUMMARY

CG experimental artist and technical VFX artist with 5+ years of game, cinematic, and AI-assisted production experience. Combines shipped AAA real-time VFX work on New World and WWE 2K MyFaction with GenAI-native animation workflows for concept frames, style frames, character and environment exploration, shot planning, and final delivery. Skilled in ComfyUI, Unreal Engine, Houdini FX, Photoshop, Maya, After Effects, Premiere, and diffusion-based image/video workflows. Experienced building repeatable pipelines, documenting visual standards, and collaborating across creative and technical teams to develop narrative-driven visuals.

CORE STRENGTHS

GENAI / EXPERIMENTAL

ComfyUI, Midjourney, Runway, LTX, Wan, Kling/Luma, Topaz, Suno, ChatGPT, diffusion workflows, model/tool comparisons, prompt systems, style guides, shot QC

CG / DCC / REAL-TIME

Unreal Engine, Niagara, Sequencer, Blueprints, Houdini Pyro/RBD/POP/FLIP, Maya, Photoshop, After Effects, Premiere, Nuke, materials, shaders

STORY + PRODUCTION

Concept frames, style frames, character & environment exploration, short-form storytelling, visual comedy, documentation, sprint-style iteration, cross-discipline collaboration

EXPERIENCE

Technical VFX Artist / Creative AI Director | JeeJeeLand Media

2025 – Present

- Built an end-to-end AI-assisted animation and storytelling pipeline covering scripts, style guides, prompt systems, concept frames, image/video generation, editing, compositing, QC, and delivery.
- Created character, prop, environment, and shot-design explorations using ComfyUI, Midjourney, Runway, LTX, Wan, Kling/Luma, Topaz, Photoshop, After Effects, Premiere, and ChatGPT.
- Developed repeatable visual standards for large A–Z content batches, maintaining consistency in character design, color palette, lighting, framing, motion rhythm, and final formats.

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, technical notes, and QC-ready outputs for feedback.

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, promotional/game-feature content, reusable setups, 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 & EDUCATION

SELECTED CREDITS

New World franchise (4 credits) • WWE 2K MyFaction • Love, Death + Robots: The Drowned Giant • A Hard Problem • Mayfield's Game

EDUCATION

Gnomon School of Visual Effects
Graduated 2020