

John Emerson

VFX Artist

<https://artstation.com/johnemerson>

E: johnemerson@johnemerson.net

VFX Artist with 2 years of experience in game development. Looking for an opportunity to apply skillset in a visual effects artist capacity.

Technical Skills and Tools

Modeling	UV Unwrapping	Baking	Texturing
Shaders	3ds Max	Maya	Substance Designer
Substance Painter	Photoshop	Unreal Engine	Unity

Relevant Experience

VFX Artist

Dec 2019 – Present

Black Ice Studios, LLC

- Create visual effects using a combination of meshes, shader materials, particle systems, and blueprints.
- Assist in other areas of 3D content creation as needed.
- Maya, Photoshop, Substance Designer, Unreal Engine 4, Plastic SCM

Projects: [Revenants](#)

Guest Lecturer

Nov 2020

Wichita State University

- For one day, I gave a lecture on an introduction to real time visual effects for games and demonstrated how to simulate an explosion in EmberGen and then produce an explosion effect in Unreal Engine 4.
- Maya, Photoshop, EmberGen, Unreal Engine 4,

Art Lead

Jul 2017 – Jun 2018

Dreamforge Studios

- Manage concept art and 3D art teams, ensure vision consistency from concept to completion.
- Model and PBR texture environment assets.
- Rig modular hard surface meshes.
- Create Unreal Engine and Substance Designer master materials.
- 3ds Max, Maya, Photoshop, Substance Designer, Substance Painter, Unreal Engine 4, Word, Excel, GitKraken

Projects: *Unannounced Project*

3D Hard Surface Artist

Apr - Jun 2016

Saving Throw Studios

- Model and PBR texture hard surface meshes.
- Rig hard surface meshes for implementation into Unity game engine.
- 3ds Max, Substance Designer, Substance Painter, Unity

Projects: *Redline Game*

Education

Wichita State University

2015

Master's of Public Administration (MPA)

Graduate Certificate in Public Finance

Wichita State University

2012

Bachelor's of Science