



Jonathan Olivera

Senior Real-Time VFX Artist

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Professional Summary

Senior Real-Time VFX Artist with over 8 years of experience, including contributions to 10+ shipped projects, primarily across AAA and mobile games. Specializes in real-time FX, advanced Niagara systems, material development, and collaborative tool creation in Unreal Engine. Proven leader in establishing scalable pipelines, mentoring artists, and optimizing performance across high-profile projects. Passionate about crafting immersive, responsive, and visually striking effects that elevate gameplay and narrative moments.

Experience

Bit Reactor - Senior VFX Artist

Star Wars: Zero Company | Apr 2024 – Present

- Designed advanced Niagara modules and material functions for combat FX.
- Integrated effects into gameplay systems using Blueprint and Logic Driver Pro
- Built a modular FX toolkit to manage environment performance and event-driven FX logic.
- Worked independently on R&D workflows and systems under the direction of the lead, contributing reusable solutions adopted across departments.
- Collaborated with design, animation, and tech art to align FX with gameplay needs.

Genpop Interactive - Technical Art Director / Visual Effects Director

Slimecore | Sep 2022 – Mar 2024

- Directed the visual FX vision across multiple vendors and internal teams.
- Built scalable workflows and enforced project-wide tech art standards.
- Contributed to UI/UX polish and VFX hooks in UMG.
- Delivered high-quality prototypes for gameplay and cinematic iteration.
- Streamlined content review pipelines and performance tracking systems.

Beyond-FX - Senior VFX Artist

Mortal Kombat 1, Legends of Runeterra, Below, Rivengard | Feb 2018 - Aug 2022

- Created and refined the visual style for 9 MK1 character FX kits, including Scorpion and Sub-Zero.
- Created iconic blood and cinematic FX, supporting both gameplay and in-game cinematics..
- Helped set and push the quality bar for Legends of Runeterra level-up animations.

- Partnered with tech art to develop scalable workflows and performance benchmarks.
- Mentored junior artists and provided ongoing feedback and training

Ingenuity Studios - *Houdini FX TD / Rigging*

Sep 2017 - Jan 2018

- Developed muscle and feather simulation rigs in Houdini for music video VFX.
- Delivered high-fidelity Houdini sims and look-dev passes for production and R&D.

Therapy Studios - *Flame Assist / 3D Generalist / Compositor*

Jun 2016 - Sep 2017

- Delivered over 50 commercials and music videos as a generalist and finishing artist.
- Coordinated asset delivery, handled client feedback, and supported live sessions.

Education

Full Sail – B.S In Computer Animation (2014 - 2016)

School of Motion – Design Bootcamp (12 - week course)

Skills

Software

Unreal Engine, Niagara, Maya, Houdini, Substance Designer, Octane, Embergen, Photoshop, Unity, Flame, Natron

Core Competencies

Realtime FX, Shader Development (Node-based), Blueprint Scripting, Simulation, Animation Systems, Rigging, UI/UX (UMG & Common UI), Tool Development, Performance Optimization

Shipped Titles

Games

- *Mortal Kombat 1* – Senior VFX Artist
- *Legends of Runeterra* – VFX Artist / Senior VFX Artist
- *Rivengard* – VFX Artist
- *Below* – VFX Artist