



Demo Reel 2025 Breakdown

Projects Featured

Mortal Kombat 1

(TC 01:00:02:00 – 01:00:41:54)

Legends Of Runeterra

(TC 01:00:42:10 – 01:01:02:14)

Taylor Swift - Are you ready for it

(TC 01:01:02:14 – 01:01:11:57)

Mortal Kombat 1 (Unreal - PC, XBOX, PS5)

Overview

Worked on Kombatant Intro animation FX and gameplay effects kits.

Characters

Scorpion - Intro FX, a few gameplay FX

Subzero - some gameplay FX Kit

Ashrah - Intro FX, gameplay FX Kit

Li Mei - Full gameplay FX Kit

Havok - Full gameplay FX Kit

Kenshi - Full gameplay FX kit

Tanya - Most gameplay FX Kit

Notable Contributions

- Conducted gameplay blood systems R&D in collaboration with a team of FX artists.
- Created custom material functions integrated into character materials and effects for the teleportation abilities of Sub-Zero, Scorpion, Smoke, and Ashrah.
- Established the visual quality bar for Projectile FX on Sub-Zero, Ashrah, and Li Mei.
- Maintained character effects strictly within performance budgets.
- Mentored and assisted fellow artists with Niagara workflows and technical troubleshooting.

Scorpion and Ashrah Intro FX (TC 01:00:02:00 - 01:00:15:04)

Worked within Level Sequencer and Niagara to set up and sync animated FX. Reused fire flipbook textures across the project to optimize disk space. Authored materials for various assets throughout these intros. Created all assets and textures used for Ashrah from scratch.

Li Mei Gameplay FX (TC 01:00:15:10 - 01:00:17:30 & 01:00:22:08 - 01:00:23:42)

Established the look, created all Niagara systems, and authored materials for Li Mei. Reused soft dot and noise textures to efficiently achieve her firework-inspired aesthetic. Processed the lantern explosion sequence in Houdini to generate the shatter effect when popped.

Tanya Gameplay FX (TC 01:00:23:49 - 01:00:26:02)

Established the look, created Niagara systems, and authored materials for Tanya. Used EmberGen to generate wispy smoke flipbook textures. Developed the scarlet red elements using ribbon systems with custom Scratch Pad modules to manage link order.

Smoke Intro FX (TC 01:00:17:51 - 01:00:19:30)

Created Niagara systems and smoke flipbook textures using EmberGen for the smoke elements in his intro sequence.

Sub Zero Gameplay FX (TC 01:00:19:17 - 01:00:22:22)

Created Niagara systems and materials for character freezing, formation, and destruction. Authored Sub-Zero's projectile FX.

Kenshi Gameplay FX (TC 01:00:26:23 - 01:00:32:20)

Established the look, created all Niagara systems, and authored materials for Kenshi. Designed the material and supporting effects for his ghostly spirit character used in combat. Created facial blend shape animation poses in Maya and baked vertex displacement into the mesh UVs via Houdini to drive the ghostly face impact effects.

Havik Gameplay FX (TC 01:00:33:59 - 01:00:39:24)

Established the look, created all Niagara systems, and authored materials for Havik's blood-and-guts FX kit. Developed liquid simulations in Houdini exported as Vertex Animation Textures (VAT), paired with Niagara ribbon systems for meat-tearing elements.

Goro Fatality FX (TC 01:00:39:24 - 01:00:41:54)

Adapted the meat-tearing Niagara system originally created during Havik's development, setting it up for Goro's Fatality (which was subsequently reused across other areas of the project).

Legends Of Runeterra (Unity - PC, Mobile)

Overview

Helped repeatedly elevate the visual fidelity of Champion Level Up sequences. Worked on a total of 11 Level Up sequences, 27 Spell Cards, 1 Keyword Buff, and 1 Guardian/Pet.

Characters

- Anivia
- Sejuani
- Zed
- Draven
- Riven
- Miss Fortune
- Ezreal
- Heimerdinger
- Garen
- Quinn
- Shyvana

Notable Contributions

- Collaborated with technical artists and art directors to establish standardized workflows for Champion Level Up moments.
- Raised the artistic benchmark by improving overall FX quality and setting visual standards across the project.
- Utilized 2.5D visual techniques and layering to simulate a strong sense of 3D depth within Level Up sequences.

Heimerdinger Level Up (TC 01:00:42:25 - 01:00:45:00)

Animated all visual elements (excluding the mechanical arm). Created custom FX and textures.

Miss Fortune Level Up (TC 01:00:45:06 - 01:00:47:55)

Animated all scene elements (excluding the Miss Fortune character model). Created FX and collaborated with concept artists to generate textures.

Riven Level Up (TC 01:00:47:56 - 01:00:49:30)

Created FX and assisted animation with scene setup.

Zed Level Up (TC 01:00:49:31 - 01:00:52:35)

Animated all scene elements (excluding the weapons). Created FX and collaborated with concept artists to generate textures.

Sejuani Level Up (TC 01:00:52:36 - 01:00:57:00)

Animated all scene elements (excluding the boar head and hand). Created FX and collaborated with concept artists to generate textures.

Quinn Level Up (TC 01:00:57:01 - 01:00:59:49)

Animated all scene elements (excluding the bird). Created FX and collaborated with concept artists to generate textures.

Shyvana Level Up (TC 01:00:59:50 - 01:01:02:14)

Created FX and assisted animation with scene setup.

Taylor Swift - Are you ready for it (Live Action, Post)

Overview

Utilized Houdini to simulate and render FX assets, including smoke, sparks, lightning, and glass shattering assets.

Magic Orb (TC 01:01:02:14 - 01:01:05:20)

Simulated swirling particle dynamics and rendered the effect using Houdini.

Slowmo knock back (TC 01:01:05:21 - 01:01:07:35) Simulated and rendered lightning and spark effects in Houdini.

Slowmo knock back (TC 01:01:07:36 - 01:01:09:22)

Simulated and rendered lightning and glass shattering in Houdini.

Red Rooms (TC 01:01:11:12 - 01:01:11:57)

Rigged egg props for production.