



Jonathan Olivera

Senior Real-Time VFX Artist

Jonathano.fx@gmail.com

+1 (786) 473-3050

Professional Summary

Jonathan Olivera is a Real-Time VFX Artist with over 8 years of experience in games, including contributions to 5 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 sustainable pipelines, mentoring artists, and optimizing performance. Passionate about crafting immersive, responsive, and visually striking effects that elevate game-play 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 FX vision and led the technical development of the art pipeline.
- 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.

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.
- Worked with a team of FX artists to create the iconic blood FX in-game.
- 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