



Demo Reel 2026 Breakdown

Projects Featured

Mortal Kombat 1

(TC 01:00:02:06 - 01:00:41:45)

Star Wars: Zero Company

(TC 01:00:41:46 - 01:01:29:41)

Legends Of Runeterra

(TC 01:01:29:42 - 01:01:49:12)

Taylor Swift - Are you ready for it

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Mortal Kombat 1 (Unreal)

Overview

Worked on Kombatants Intro animation FX and gameplay effects kits.

Kharacters

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

Kenshin - Full gameplay FX kit

Tanya - Most gameplay FX Kit

Notable Contributions

- Worked gameplay blood systems RND with a team of FX artists.
- Established Materials and effects for teleporting abilities for Subzero Scorpion Smoke and Ashrah.
- Created Projectile FX for Subzero Ashrah and Li Mei.
- Kept Characters on pref budget.
- Helped fellow artist with Niagara and trouble shooting their work.

Scorpion and Ashrah Intro FX (TC 01:00:02:06 - 01:00:15:16)

Working within Level Sequencer and Niagara setting up and syncing FX animation. Reused Fire Flipbook Textures in the project to be mindful of disk space. Also worked on materials for various assets throughout this intros. All assets and textures used on Ashrah were made by me.

Li Mei Gameplay FX (TC 01:00:15:17 - 01:00:17:49 & 01:00:22:06 - 01:00:23:38)

Established the look, created all Niagara systems, and materials used for Li Mei. Since most of the assets were based on fireworks I was able to reuse soft dot and noise textures to achieve the look. The Lantern explosive effect was processed through houdini to achieve the shatter effect when popped.

Smoke Intro FX (TC 01:00:17:50 - 01:00:19:14)

Created Niagara systems and smoke flipbook textures using embergen for smoke elements in his intro FXs.

Sub Zero Gameplay FX (TC 01:00:19:15 - 01:00:22:05)

Created Niagara systems and materials for frozen character formation and destruction. Also created sub zeros projectiles FX.

Tanya Gameplay FX (TC 01:00:23:40 - 01:00:26:11)

Established the look, created Niagara systems, and materials used for Tanya. Used ember gen to create the wispy smoke flipbook textures. The scarlet red elements are ribbons with some scratch pad modules to manage link orders.

Kenshi Gameplay FX (TC 01:00:26:12 - 01:00:32:02)

Established the look, created all Niagara systems, and materials used for Kenshi. The character features a second ghostly character in combat which involves making the characters material and supporting effects on the character to see his wispy ghostly look. Another key effect used in the kit was ghostly faces when his weapon impacts his targets. I used a maya rig to animation blend poses of the face and then processed the blend shape position into the UV's of the mesh using Houdini.

Havik Gameplay FX (TC 01:00:33:53 - 01:00:39:34)

Established the look, created all Niagara systems, and materials used for Havik. His kit was all blood and guts, using VAT liquid sims made in houdini and a ribbon niagara system for meat tearing elements.

Goro Fatality FX (TC 01:00:39:35 - 01:00:41:45)

Created the Meat Tearing niagara system during work on Havik. Set up the system for Goro and it was used in other parts of the project.

Starwars: Zero Company (Unreal)

Overview

Worked on Kombatants Intro animation FX and gameplay effects kits.

Notable Contributions

- Created a set of region based ambient environment FX tools for placement, management, and utility widgets using blueprints used on all effects in the levels. Alongside these tools I also made the counter parts for the audio team to leverage FX activation to sync audio with FX.
- Created a custom depth stencil manager system for UI and FX to share. Blueprints components were made for all unique assets that need highlighting or FX stencils.
- Created a method for 2d space post process windows for Character FX placement since we couldn't sample vertices on the skeletal meshes of units.
- Supported Audio's by providing hooks for audio events within character ability systems.
- Helped create an advanced system for motion blurring weather FX for Rain and Snow.
- Took Coil FX from RND to the final product. The main body of the coil effects used ribbons that required a lot of custom niagara modules and some simulation stage work.

Coil Reunion Env FX (TC 01:00:41:46 - 01:00:46:11)

Created the environment FX placement systems and activation / deactivation managers as well a lot of the systems and FX assets seen throughout the level.

Weather Rain Env FX (TC 01:00:46:12 - 01:00:50:41)

Created the base rain FX systems used throughout the game. Rain drops use some custom logic to mimic motion blur smearing based on camera velocity.

Weather Snow Env FX (TC 01:00:50:42 - 01:00:53:49)

Created the base snow FX systems used throughout the game. Snow drops use some custom logic to mimic motion blur smearing based on camera velocity.

Branching Lightning System FX (TC 01:00:53:50 - 01:00:55:00)

Created the lightning systems used throughout the game with custom branching logic.

Force Push Ability / UI FX (TC 01:00:55:01 - 01:00:56:12)

Created Icon force FX for all jedi characters throughout the game as well as the UI elements used to indicate displacement.

Astromech Coordinated Support FX (TC 01:00:56:13 - 01:00:58:13)

Created the hologram mini map which captures the scene and character units 1 to 1 with the game world.

Concussion Grenade T1 and T2 FX (TC 01:00:58:14 - 01:01:01:11)

Create the systems and elements used in all 3 tiers of concussion grenades.

Droid Popper Grenade T1, T2, T3 FX (TC 01:01:01:12 - 01:01:05:40)

Create the systems and elements used in all 3 tiers of Droid Popper grenades.

Power Surge Ability FX (TC 01:01:05:41 - 01:01:07:10)

Created the FX for Cly's Electro Webbed dart and power surge abilities

Coil Plague Transfer FX (TC 01:01:07:11 - 01:01:10:13)

Coil Brute Scream Ability FX (TC 01:01:10:14 - 01:01:13:14)

Coil Captain Miasma Ability FX (TC 01:01:13:15 - 01:01:16:12)

Coil Seer Bind and Devour FX (TC 01:01:16:13 - 01:01:22:11)

Fathom Eldritch Echo FX (TC 01:01:22:12 - 01:01:26:)

Fathom Eldritch Shockwave FX (TC 01:01:26:42 - 01:01:29:41)

Developed the look for plague effects under the direction of the FX lead and art director for the games unique Coil characters.

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 01:01:29:42 - 01:01:32:53)

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

Miss Fortune Level Up (TC 01:01:32:54 - 01:01:35:50)

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

Riven Level Up (TC 01:01:35:51 - 01:01:37:30)

Created FX and assisted animation with scene setup.

Zed Level Up (TC 01:01:37:31 - 01:01:40:16)

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

Sejuani Level Up (TC 01:01:40:17 - 01:01:44:52)

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

Quinn Level Up (TC 01:01:44:53 - 01:01:47:43)

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

Shyvana Level Up (TC 01:01:47:44 - 01:01:49:12)

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 01:01:49:13 - 01:01:50:42)

Simulated swirling particle dynamics and rendered the effect using Houdini.

Slowmo knock back (TC 01:01:50:43 - 01:01:52:16) Simulated and rendered lightning and spark effects in Houdini.

Glass Shatter (TC 01:01:52:17 - 01:01:53:45)

Simulated and rendered lightning and glass shattering in Houdini.

Red Rooms (TC 01:01:53:46 - 01:01:54:52)

Rigged egg props for production.