

# ANTHONY AVVENTO

## SENIOR VFX ARTIST | UNREAL ENGINE 5 | NIAGARA

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Portfolio: [anthonyavvento.com](http://anthonyavvento.com)

### PROFESSIONAL SUMMARY

Senior VFX Artist with 20+ years of experience creating **real-time effects in Unreal Engine 5 using Niagara** for gameplay, environments, and player interactions.

Expert in **particle systems, shaders, materials, textures, and simulations**, with a strong focus on **performance optimization and gameplay readability**.

Experienced in **full VFX pipeline execution**, from creation through in-engine implementation, debugging, and optimization.

### CORE SKILLS

Unreal Engine 5, **Niagara**, **Niagara Fluids**, Blueprint

**Shaders, materials, textures, mesh-based VFX**

Houdini, Embergen, Fluid Ninja

**Performance optimization, GPU and CPU profiling**

Cross-disciplinary collaboration, debugging, iteration

### PROFESSIONAL EXPERIENCE

#### Lead VFX Artist

*Iron Galaxy Studios | 2020 – Present*

- Created and implemented **real-time VFX in Unreal Engine 5 using Niagara** across gameplay systems and environments
- Built **particle systems, shaders, materials, and mesh-based effects** for gameplay clarity and visual impact
- Developed effects directly in-engine, handling **setup, debugging, iteration, and optimization**
- Used **Niagara Fluids and simulation tools** to create dynamic effects
- Optimized VFX using **material-driven workflows and performance profiling** across platforms
- Collaborated with engineering on networked gameplay systems, **ensuring VFX triggered correctly in rollback environments and optimized through pooling and replication strategies**

#### Art Lead / Interactive Experience Lead

*X Studios Inc. | 2018 – 2020*

- Led development of **real-time VFX and interactive systems**
- Designed **player feedback systems** to improve clarity and responsiveness

#### Lead Digital Artist / VFX Specialist

*The Topps Company | 2017 – 2019*

- Built **reward-driven VFX systems using particles, materials, and shaders**
- Optimized effects for **mobile performance using lightweight techniques**

#### Senior VFX Artist / Technical Artist

*Particle City (Respawn) | 2015 – 2017*

- Led VFX for **Titanfall mobile**, defining style and performance strategy
- Built **scalable particle and material systems for low-end devices**

#### Lead / Senior VFX Artist

*n-Space | 2008 – 2015*

- Created **combat and gameplay VFX** for major titles including *Marvel Ultimate Alliance* and *TRON*

### EDUCATION

**Associate of Science (AS) in Computer Animation**

*The Art Institute of Pittsburgh | 2001*