SIVARAAMAKRISHNAN GURUSAMY MUTHUPANDIAN

VISUAL EFFECTS ARTIST

Hello!

VFX Artist specializing in real-time gameplay effects with a strong balance of artistic vision and technical execution. Experienced in developing readable and gameplay-driven VFX for combat, characters, environments, and cinematics. I bring a hybrid mindset thats excels at problem-solving, cross-disciplinary collaboration, and building efficient, scalable VFX systems. Passionate about crafting effects that enhance player clarity, emotional impact, and overall game feel.

San Diego, CA

srkfx.com

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Software + Skills

Houdini	Unreal
Maya	Nuke
Substance Ds	Premiere Pro
Substance Pt	After Effects
Zbrush	Photoshop
3ds Max	Pftrack
SpeedTree	Embergen
Redshift	RBD, Pyro, FLIP
Vray	Particles, Vellum
Mantra	HLSL, VEX, MEL
karma	

Experience

Intrepid Studios - Visual Effects Artist II   May 2023 - Present
Ashes of Creation MMORPG - Key Contributions

- Developed combat VFX for six character archetypes, including full kits for Bard and Rogue, and major ability sets for Mage, Ranger, Fighter and Tank.
- Created combat VFX for numerous NPCs including Tropical giant, Skeleton warrior, Ancient leader, Goblins, Spiders, Raptors, Archer spiders.
- Developed major world and gameplay effects, such as Aela Ruins Portals, Character lobby, Caravan wreckage, Node war events, Ship wake, Bafallen forge dungeon and sport fishing effects.
- Drastically improved performance and clarity by successfully implementing gameplay effects culling system on top of existing scalability settings, allowing players to choose the density of effects.

Responsibilities

- Created aesthetically astounding VFX that communicated essential gameplay mechanics, player states, and combat readability across PvP and PvE encounters.
- Built advanced materials, shaders and textures through procedural workflows and hand painted techniques.
- Developed custom modules and scripts that accelerate VFX production and improve team efficiency.
- Created fluid simulations, RBDs, FLIP, baked animations and integrated them into Unreal engine using flipbooks, VATs, and alembic assets.
- Diagnosed and resolved performance issues, optimizing VFX for memory, scalability, and clarity without sacrificing visual fidelity.
- Led R&D initiatives to explore new techniques and pipelines in collaboration with engineers, designers, and directors.
- Collaborated closely with design, animation, lighting and environment to ensure seamless integration of VFX into gameplay and worldbuilding.
- Assisted the team on setting up complex VFX systems, onboarding artists to proprietary tools, solved technical hurdles and eliminated blockers.
- Authored and maintained documentation for VFX workflows, tools, and cross-team processes.
- Proficient with Unreal Engine, Sequencer, Blueprints, Niagara and Perforce.

Education

Bachelor of Fine Arts (2019 – 2022)
Gnomon School of Visual Effects, Los Angeles.

Bachelors in Information Technology (2011 – 2015)
SRM Easwari Engineering College, Chennai.