



Aris Lyu VFX Artist

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Professional Experience

03/2023 – present

Game Design Intern, NEKCOM GAMES

- Collaborated on designing and implementing gameplay mechanics and visuals.
- Focused on ensuring accessibility and creating nostalgic elements to resonate with the target audience.

09/2022 – 12/2022

Graduate Teaching Assistant, New York University

06/2022 – 08/2022

Unity Instructor, iD Tech

- Instructed children aged 12-19 in game design fundamentals, focusing on creating 2D/3D platformers.
- Developed and delivered online lessons with personalized instruction.

07/2020 – 08/2020

Shenzhen, China

Technical Artist Intern, Tencent

- Developed custom HDAs (Houdini Digital Assets) to extend the capabilities of existing nodes in Houdini, and enhance the procedural environment creation.
- Integrated HDAs into the UE workflow to optimize production processes.

Selected Projects

01/2023 – 06/2023

The Moment | Game Programmer, VFX/UI Artist, Story-based Puzzle, Unreal Engine 5

- Developed eye-catching and unique stylized shaders, as well as post-processing effects and visual effects that elevated the visual appeal of characters, texts, cutscenes, and the environment.
- Designed and created intuitive UI layout and animations that facilitates the game experience.
- Designed and implemented diverse game functions, including dynamic dialogue systems, engaging player interactions, and audio integration using Blueprint.

02/2022 – 05/2022

The Gallery Mystery | Game Programmer, VFX/UI Artist, 3D Detective Game, Unity

- Collaborated effectively with artists to optimize the development process. Created shaders, post-processing effects, and particles to enhance the mechanics and elevate the gameplay experience.
- Designed and implemented the game architecture, including player inventory, interface, graphics, and sound features.
- Conducted game testing with team members to improve overall game quality, utilizing Trello API and Excel for efficient bug tracking and iteration.

Education

Game Design
MFA, New York
University

2021 – 2023

Digital Media
BEng, Zhejiang
University

Skills

Unreal (Blueprint) | **Unity** (C#)

VFX (Unreal Niagara, Cascade, Unity VFX Graph, Houdini, Substance Designer)

Design (Photoshop, Illustration, Blender, Maya)

Programming (C#, C++, Python, HTML/CSS/JS)