

Zunedakhtar Ghoniya

Real-time FX / Technical Artist

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Skills

- Real-time FX, particle systems, texture creation and optimization for games.
- Material and shader creation in Unreal Engine, Unity and HLSL.
- Simulations, procedural modeling and digital asset creation in Houdini for games.
- 3D Polygon / T-Spline modeling and digital sculpting.
- Excellent understanding of art pipelines and workflows for games.
- Impeccable eye for shapes, design, timing and appeal in animation and visual media.

Software

- Unreal Engine, Unity, Proprietary Engines
- Substance suite
- Python, VEX, HLSL
- Autodesk Maya / Blender
- ZBrush
- Houdini
- Adobe Suite
- Perforce/Github

Work Experience

July 2019 - Present

Ubisoft - Intern VFX Artist, Unannounced Project [PC, PS4, XBOX]

- Worked on setting up the FX pipeline for the combat system, player and NPCs.
- Created high quality FX for various attacks, abilities, states and mechanics.
- Developed, polished and optimized various FX and shaders for consoles.
- Worked closely with designers, programmers and tech artists to build crisp and satisfying gameplay.

July 2018 - June 2019

Personal Indie Projects

April 2017 - June 2018

Freelance - 3D, 2D Pixel Artist

- Created various stylized assets for indie games for private clients.
- Sculpted, modeled and edited props for 3D printing for cosplay and costume creation.