Zunedakhtar Ghoniya

Real-time FX / Technical Artist

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About

- Highly self-motivated with a passion for learning and honing craft in free time.
- Enjoys discussing complex ideas in an understandable way to non-technical/artistic people and peers.
- Able to listen and reconsider previously held beliefs of best practises when presented empirical evidence.
- Excited by solving hard multi-disciplinary visual and technical problems with real-time constraints.
- Does not cut corners, verifies expected performance/behaviour before shipping modules and assets.
- Architects systems and assets as simple as possible that still satisfy current/anticipated criteria.

Skills

- Real-time VFX and particle systems.
- Texture creation and optimization of assets for games.
- Shader authoring and optimization for various effects in Unreal Engine, Unity and HLSL/GLSL.
- 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, appeal in animation and visual media.

Software

- Engines :
  UE, Unity, Proprietary Engines

- Programming Languages :
  C++, Python, VEX, HLSL/GLSL

- Source Control :
  Perforce/Github/BitBucket

- 2D DCC :
  Adobe Suite, Substance suite

- 3D DCC :
  Autodesk Maya, Blender, Zbrush

- Misc :
  SideFX Houdini

Work Experience

July 2020 - Current
DigitInk - *VFX / Technical Artist*

- Worked on creating Shaders and Real-Time VFX for UI, Gameplay and character abilities.
- Optimized, implemented and authored efficient assets and prefabs in Unity.
- Worked with assisting artists, animators and programmers with production workflow and needs.

July 2019 - January 2020
Ubisoft - *Intern VFX Artist, Prince of Persia Sands of Time Remake*

- 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.