

# AN-TIM NGUYEN

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## SUMMARY

I am an experienced lead-level VFX artist currently working at Escape Velocity Entertainment. I have had prior AAA game shipping opportunities at Bungie and 343 Industries. I come from a generalist background with skills encompassing modeling/animation and tech design/shader math, with a range of experiences including enterprise and indie. I carry a lot of ownership and autonomy in areas of high creative ambiguity, but I am always seeking skill growth and challenges.

I want to build a creative culture that results in unique experiences for players.

## SHIPPED TITLES

- Destiny 2: The Witch Queen (PS5, Xbox Series X, PS4, Xbox One, PC, Stadia) (2022)
- Destiny 2: 30<sup>th</sup> Anniversary (PS5, Xbox Series X, PS4, Xbox One, PC, Stadia) (2021)
- Destiny 2: Beyond Light – Season Pass, (PS5, Xbox Series X, PS4, Xbox One, PC, Stadia) (2020-2021)
- Destiny 2: Shadowkeep – Season Pass, (PS4, Xbox One, PC, Stadia) (2019-2020)
- Destiny 2: Forsaken – Expansion and Annual Pass, (PS4, Xbox One, PC) (2018-2019)
- Destiny 2 – Release and DLC, (PS4, Xbox One, PC) (2017)
- Halo 5: Guardians, (Xbox One) (2015)
- Rekoil, (PC) (2013)
- Blastpoints V2, (Android) (2012)
- Primal Carnage, (PC) (2012)

## EXPERIENCE

### Lead VFX Artist, Escape Velocity Entertainment

*May 2023 – Present*

- Building an unannounced original IP in UE5, both leading a growing team abroad and creating unique AAA VFX content in Niagara, while cementing early design solutions and project standards under high production pressure and ambiguity for frequent playtesting in a studio startup environment.

### Lead VFX Artist, Counterplay Games

*February 2022 – April 2023*

- Became the first internal VFX hire for multiple early Unreal game projects, built an entire remote team of 5 VFX artists and tech artists from scratch across different countries, and became a vision holder for VFX design language and asset quality.
- Managed 4 direct reports ranging from associate to principal across all VFX disciplines, mentored and provided art direction feedback, amplified their voices and contributions, and mapped out career growth planning and opportunities.
- Provided costing, risk assessments and scheduling for sprint planning, presented systems-driven initiatives to increase long-term sustainability, compiled documentation for technical standards and templates, and conducted weekly playtests.

- Organized collaborative teaching/learning opportunities to further discipline growth, from individual internal presentations to inviting external presenters to showcase next-gen workflows and project breakdowns.
- Built VFX prototyping content in Unreal 5 Niagara with light Blueprinting for design validation, created shipping-quality examples for visual targets, and vetted content libraries for smart reuse.

**Senior VFX Artist**, Bungie, Inc

*November 2019 – December 2021*

- Setting the visual bar for seasonal VFX content on Destiny through small team collaboration, spearheading R&D and documentation efforts to build new features, establishing new visual design languages for VFX based on franchise and art direction criteria and feedback, and tackling major hero assets.

**VFX Artist**, Bungie, Inc

*June 2017 – October 2019*

- Executed on a wide range of VFX authoring/implementation, with unique design mechanics and technical setups for season pass and expansion content for raids, Gambit Prime, PvE, cinematics, vignettes and calendar-based activities.
- Documented VFX libraries and techniques extensively while frequently researching workflow improvement opportunities with production engineering disciplines.

**Spec Ops 3D Generalist**, Bungie, Inc

*March 2016 – June 2017*

- Carried most art prototyping needs and low-level interaction mechanics from concept to finish for Public Events in Destiny 2, with heavy collaboration from activity designers and embedded testers through weekly playtesting rituals. Responsibilities included modeling, texturing, technical design setup, concept kitbashing, mechanical rigging and animation, animation layer blending, animation networking for replication with JIP and timeslicing fixes, writing FX shaders, blocking out timing for particle systems, setting up destruction, building interactables, tag memory testing, asset optimization, and minor test map encounter scripting logic.
- Iterated directly with art direction on game content to cement visual franchise pillars, while pushing for updated visuals on newer generation console platforms with increased minimum hardware requirements.

**Outsourcing Technical Artist**, 343 Industries (Microsoft Game Studios)

*June 2013 – July 2015*

**3D Artist**, Plastic Piranha, LLC (Pure FPS LLC)

*September 2012 – May 2013*

**3D Artist**, Checkbox Studios, Pty Ltd (Pub Games)

*June 2012 – March 2013*

**Web Administrator**, 3Dmotive, LLC

*December 2011 – October 2012*

**3D Artist**, Lukewarm Media, Inc

*January 2012 – June 2012*

**3D Artist**, EON Reality, Inc

*December 2010 – April 2011*

## HONORARY SOCIETIES AND EDUCATION

**Visual Effects Society**

Los Angeles, CA

*May 2021*

Member #6654

**The Art Institute of California – Orange County**

Santa Ana, CA

*September 2010*

Bachelor of Science in Game Art and Design