

# Kevin Marble

## Realtime VFX Artist

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248-914-1449

[legendarymochi@gmail.com](mailto:legendarymochi@gmail.com)

[www.legendarymochi.com](http://www.legendarymochi.com)

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### Work Experience/ Software Experience

#### Engine:

Unity/Unreal Engine

#### Shader:

Amplify/Shader Graph  
Unreal Material Editor

#### 3D Asset Package:

Blender/Houdini/Maya/  
3DSMAX

#### Texture Creation:

Photoshop/Substance/Krita

### **Wayforward Technologies** / Senior VFX Artist (October 2019 - )

Worked with VFX Lead to establish VFX pipeline and art direction. Conducted R&D on new VFX techniques and implemented them across projects. Lead and trained the VFX department in 3D modeling, shader and asset creation. Created a training manual for future VFX Artists.

#### **River City Girls 2**

- Worked with the Art Director to establish a new VFX style guide.
- Created VFX for player characters and bosses.
- Created new VFX features to help push the visuals.

#### **Bloodstained: Ritual of the Night**

- Created VFX bosses in Boss Revenge Mode.
- Created VFX for Classic Mode (bosses, player, enemies, ambient)

#### **Advance Wars: 1+2 Reboot Camp**

- Created VFX for Battle scene/map scene.
- Helped establish an animated powerup cinematic Pipeline. Worked with animators/production to create cinematics for each character.

#### **RWBY Arrowfell**

- Created VFX for players, bosses and enemies.
- Worked with the Art Director to help refine the VFX art style.

#### **Untitled Game**

- Created a style guide to help unify.
- Created VFX for several bosses, characters, projectiles.
- Implemented new VFX features to push visuals.

### **White Elk Studios** / VFX Artist (November 2018 - October 2019 )

#### **Untitled VR game**

- Worked on character and environmental VFX for a first-person melee VR game .
- Worked Leads to create game mechanics and cinematics.

#### **Untitled Game**

- Created character and environmental VFX for a first-person shooter.
- Worked in Houdini to create rigid body and fluid simulation.

## **Section Studios** / VFX Artist (April 2016 - September 2018)

### ***Rival: Crimson X Chaos***

- Created VFX for over 40 characters. Updated and reworked some character FX from *Blood Tales* to fit a new genre.
- Created base/upgraded abilities and spells for characters.
- Worked closely with the Art Director and Lead Designer to create game mechanics, abilities, and kits for characters.
- Designed and prototyped several characters and spells.
- Worked with the Marketing team to create an in-game cinematic, official game trailer, and several ads.
- Worked with our Community Manager to help coordinate streams.
- Co-host on streams and acted as a moderator on the games official Discord server.

### ***Eclipse: Edge of Light***

- Worked with partner studio "White Elk Studios" to create VFX for their VR game.

### ***Awake (Unreleased)***

- Worked with a small internal team to create a VR Demo in Unreal for the HTC Vive.
- Created character and environmental VFX for demo.

### ***Blood Tales (Unreleased)***

- Created battle VFX for over 100 characters.
- Worked closely with designers on features and game mechanics.
- Helped solidify the visual direction for certain game mechanics.

## **FrostBurn Studios** / Junior VFX Artist (June 2015 - March 2016)

### ***Heroes Of Newerth***

- Created character VFX for *Heroes of Newerth*.
- Created effects for over 20 skins. Worked with QA to identify and fix various VFX related bugs.

### ***Digger (Unreleased)***

- Created VFX for an unreleased 2D Platformer
- Worked in Unity and Flash to create particles and effects.
- Worked with Designers to create features and content.

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## **Education**

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### **Ferris State University** / Digital Animation and Game Design

-Bachelors of Applied Science

August 2011 - May 2015, Grand Rapids, Michigan

- Organized a League of Legends College team

-Worked during the summers on various Indie projects

-Participated in Game Jams

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## Work Related Skills

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Fluent in Japanese

- Lived in Japan for two years teaching English and working with youth

2nd Degree Black Belt

- Martial Arts Choreography, Taught Women's Self-Defense Classes

Eagle Scout

- Demonstrated leadership skills over the years in Scouting

GDC Conference Associate (2013 - 2014)

- I worked with others to help create a friendly atmosphere so that attendees could pursue their interests. I translated for Japanese guests when it was needed