

John Sta Agueda

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Canadian Citizen

PROFILE

- Featured in Outstanding Unreal Engine projects created in 2020 (The Rookies).
- **Visual Effects:** Graduated with an Outstanding Achievement award in Game Design and Development diploma program with a focus on real-time FX for games at Visual College of Art and Design (Vancouver).
- **Particle Systems:** using Niagara for creating particle effects & FX rigs.
- **Shader Creation:** creating customizable shaders using node-based Material Editor in the game engine to change the look of the effect.
- **Mesh Effects:** creating meshes in Maya to be used for 3D effects.
- **Texture Creation:** making textures or masks in Photoshop.
- **Cinematics:** using Level Sequence to add FX to shots.

SKILLS

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| • Unreal Engine 4 & 5 | • Maya Phoenix |
| • Particle System | • Niagara & Cascade |
| • Shaders | • Houdini & Nuke |
| • Blueprints | • 3D Modeling & UV Mapping |
| • Photoshop | • Perforce & Shotgun |

WORK EXPERIENCE

CG FX Artist, Wildbrain — Vancouver, British Columbia (Oct 2020 – Nov 2024)

- created reusable and flexible FX rigs that was used for several seasons.
- made improvements on existing FX rigs.
- created a rig to remove water in interior of vehicles in ocean.
- used reference & procedural workflow.
- mentor other artist, and help solve technical issues.

Student Tutor, Visual College of Arts & Design — Vancouver, British Columbia (2018 – 2019)

- selected by instructors to help new students understand UE4, Maya, and Photoshop.

EDUCATION

Visual College of Arts & Design (Vancouver)

Game Development and Design Diploma (2017 – 2019)