

*\*If desire to view demo reel in higher fidelity, download video for best quality*

*\*All effects made in Unity*

*\*DC Characters and Media owned by Warner Bros. Discovery*

0:00 – 0:12

- **Ice Beam + Freezing Asteroid:** Ice beam and asteroid freeze effect for *Stardust Mystery* media. Beam is able to collide with meshes and sub-emit ice on hit. Created character animation in Maya, and helped to line-up both it and the effects to the created scene co-worker made.

0:17 - 0:21

- **Terra Ability VFX:** Created VFXs and animation for Terra's card ability for *DC Dual Force*, that hits multiple targets. Set-up system for broken tiles which prevents cards for being played on those positions that this ability causes, and animated shaders and VFXs on the model.

0:21 – 0:24

- **Starfire Leader Ability VFX:** Created VFXs and animation for Starfire's leader card ability for *DC Dual Force*, that destroys tiles and the cards summoned to it. Set-up system so multiple instances of her energy blasts can be spawn to allow it to work across multiple targets when needed..

0:25 – 0:29

- **Lava Wave VFX:** Card VFX made for *Acolyte of the Altar*, to where it inflicts a fire status effects on the monster's abilities. Created VFXs and spritesheets, and made 3D model used for Lava. Made a shader that controls the vertex and texture scrolling of the lava, as well as applying a MatCap to create the lava visual, and shader that distorts the fire sprites to make them more dynamic..

0:30 – 0:37

- **Befuddling Spores & Fungi Flurry VFX:** Monster Attack VFX made for *Acolyte of the Altar*, with the first switching the stats of a card, and the other spawning and dealing damage a random number of times. Created VFXs and spritesheets. For first ability, Befuddling Spores, made shader that is able to distort the whole screen image, as well as shaders that would dynamically shift sprite colors for a rainbow effect. Fungi Flurry designed to have rain always come down on-top of targeted cards.

0:37 – 0:39

- **Swallow VFX:** Monster Attack VFX made for *Acolyte of the Altar*, that hits a creature and devours them if it kills them. Created VFXs and spritesheets. Created 3D model for teeth for biting animation. Creature shader to display ethereal texture on 3D models, and made shader for MatCap liquids, to where use it in this instance to create a blood pool effect.

0:40 – 0:44

- **Frozen Cave Environment + Effects:** Created all rain/water VFXs in addition to setting up environment art + lighting for the area for *Rewired* game. Rain drops collide with planes to produce splash effects.

0:45 – 0:48

- **Magma Teleporter Environment + Effects:** Created all lava/ember/smoke VFXs in addition to setting up environment art + lighting for the area for *Rewired* game. In this scene, modeled gear assets in particular.

0:49 – 0:55

- **Sand Pit Effects + Gameplay:** Created all sand VFXs in addition to setting up environment art + lighting for the area for *Rewired* game. Created code so sand textures on walls get offset to simulate it shifting/moving. Additionally, set up and implemented other gameplay effects such as the beam tether.

0:56 – 0:59

- **Atomization VFX:** Created VFXs for the Atomization card crafting sequence for *DC Dual Force*, in which the player uses excess cards to gain crafting currency. Created the sequence and animations, setting up to have VFXs match the UI layout of the screen, and worked with art manager and technical art engineer to have system set-up to have VFXs particles target location.

1:00 – 1:03

- **Darkseid Ability VFX:** Created VFXs and animation for Darkseid's card ability for *DC Dual Force*, to where it targets and destroys an opponent's card on the field. Set up assets for laser shader, and set up C# code to animate Unity's Line Renderer to simulate Darkseid's "Omega Beam" power properly to have it make sharp angles before hitting its target.

1:04 – 1:06

- **Eclipso Leader Attack VFX:** Created VFXs and animation for Eclipso's Leader attack for *DC Dual Force*. Created the system and basis for general attack animations, and then the system for allowing the leaders to display and use unique attack VFXs and animations.

1:04 – 1:06

- **Starro Ability Summon VFX:** Created VFXs and animation for Starro's card ability for *DC Dual Force* that steals and summons cards from the opponent's deck. Set up basis for system to allow for cards to be summoned onto the board, and worked with 3D modeler to have Starro model and rig made so can dissolve them out for the VFXs.

1:10 – 1:13

- **Shazam Leader Ability VFX:** Created VFXs and animation for Shazam's leader card ability for *DC Dual Force*, adding cards to the player's deck. Set up C# code to where Shazam's ability will always center on the appropriate space on the board.

1:14 – 1:17

- **Plasmus Ability VFX:** Created VFXs and animation for Plasmus' card ability for *DC Dual Force*. Spawns debuff effect across applicable leaders.

1:17 – 1:20

- **Victory Sequence VFX:** Created the sequences for when players win or lose a game, with video showcasing a victory. Worked with 3D Modeler to set-up comic-book for animation, and then created animations, VFXs, and textures used for sequence.

1:20 – 1:27

- **Cull the Weak & Titanic Strike VFX:** Monster Attack VFX made for *Acolyte of the Altar*. Created VFXs and spritesheets. For first ability, Cull the Weak, which destroys all weak creatures on the board, creating full-screen and claw animations, and set it up so effect is dynamic to allow the hits to spawn on available targets on the board. For second ability, Titanic Strike, that deals massive damage and sends extra damage dealt over to player, created 3D assets and detail maps in Blender for rocks and spires used for animation, and created shader that displays lightning effect on line renderer.

1:28 – 1:30

- **Starbeam VFX:** Monster Attack VFX made for *Acolyte of the Altar*, in which it vaporizes its target with massive damage. Created VFXs and spritesheets, shader to make offset animation for the laser, and set-up system so that the laser can be rotated to line-up with target.

1:31 – 1:34

- **Giant Slayer VFX:** Monster Attack VFX made for *Acolyte of the Altar*, with it always instantly killing a creature no matter their stats. Created VFXs, animation, and spritesheets, and created 3D model of sword in Blender, making use of a high-poly model to a low-poly model to create detail maps for it. Made shader to create molten rock assets than can dissolve in same color as emission.

1:35 – 1:38

- **Unify VFX:** Monster Ability VFX made for *Acolyte of the Altar*, to where it fuses together all the creatures on the board. Created VFXs, animation, and spritesheets, and created 3D of soil, branches, and flowers in Blender. Uses similar shader assets mentioned previously to dissolve assets create detail maps for it. Made shader to create molten rock assets than can dissolve in same color as emission.

1:38 – 1:55

- **Meteor Impact:** Meteor and explosion effect for *Stardust Mystery* media, shaders for meteor and planet gains intensity overtime, smoke from explosion fallout travels across planet's mesh slowly. Collaborated with co-worker who helped set up desired amount of debris needed for the impact and polished trails on the debris.