

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

**All effects made in Unity*

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 - 0:22

- **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.

0:23 – 0:27

- **Teleportation:** Teleportation Effect made for *Stardust Mystery* media, was made to generally cover characters and hide them as they have their assets/models disappear. Set up motion-capture character animations in Maya.

0:28 – 0:35

- **Shrinking Ship:** Shrinking effect for ship for *Stardust Mystery* media, set up glowing shader for the ship's mesh, additionally used ship mesh to create simulation of afterimages as the ship moved.

0:36 – 0:40

- **Electromagnetic Beam:** Electricity effect made for *Building the Universe* game, help set up and implement code so electricity particles goes towards targeted object. Particles produce sub-emitted hit-sparks on collision.

0:41 – 0:46

- **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.

0:47 – 1:04

- **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 from the beam tether and hit-sparks from firing.

1:05 – 1:09

- **Delete Tool:** Deletion beam and effects made for *Building the Universe* game. Helped implement code that spawns an instance of the deletion effect at the location of deleted objects location. Afterwards the particle instance will destroy itself once finished.

1:10 – 1:18

- **Beacon:** Beacon effect for *Stardust Mystery* media, set up code so can control lighting intensity of the particles dynamically. Modeled beacon itself with an emission map to light up alongside the effect.

1:19 – 1:35

- **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.

1:36 – 1:55

- **Ship Warp-Speed Burst:** Warping thruster effect for *Stardust Mystery* media, additionally makes use of emission map to light up ship mesh's thrusters alongside the effect. Set-up camerawork for scene.