

Contact

jcwoodard85@gmail.com

www.linkedin.com/in/justinwoodard
(LinkedIn)

www.artstation.com/justinwoodard
(Personal)

Top Skills

Real-time VFX

Unreal Engine

Niagara

Certifications

6.00.1x: Introduction to Computer Science and Programming Using Python

An Introduction to Interactive Programming in Python

Justin Woodard

Senior VFX Artist - at Twisted Pixel Games, a META VR Studio
Auburn, Washington, United States

Summary

I'm a Real-time VFX artist with a background in Technical Art and passion for game development.

My goal is to create compelling real-time VFX by combining technology with art meaningfully while utilizing a wide set of creative skills.

Specialties:

- Real-time VFX • Systems & Structures • Materials & Texturing.
- Animation • Clear, design-driven gameplay feedback.
- Team Leadership and Mentoring • Documentation and Training

Additional Skills

- Rigging & Weighting • Modeling & UV Mapping • Dynamics Simulation

Scripting Languages

- Python • MEL • C++ • Java • JavaScript • C#

Software

- Houdini • Maya • 3DS Max
- Unreal Engine 5 & older • Proprietary Engines.
- Photoshop • Substance Designer

Experience

Meta

Senior VFX Artist @ Twisted Pixel Games

November 2024 - Present (4 months)

Austin, Texas, United States

VFX for VR games. More details to come soon!

Visual Effects Society

Member

November 2024 - Present (4 months)

ProbablyMonsters

Senior Advanced VFX Artist

August 2023 - November 2024 (1 year 4 months)

Bellevue, Washington, United States

I helped create a variety of VFX on two different unannounced projects.

Prophecy Games

Lead VFX Artist

February 2020 - August 2023 (3 years 7 months)

Alpharetta, Georgia, United States

Starsiege: Deadzone (<https://www.playdeadzone.com/>)

Unreal Engine 5, Niagara, Blueprints, BP Functions, Anim Notifies Material Functions, & etc.

Hi-Rez Studios

5 years 9 months

Lead VFX Artist

June 2014 - February 2020 (5 years 9 months)

Alpharetta, Georgia, United States

This role converted into the same role at a new studio as we split into the new sibling studio Prophecy Games off from Hi-Rez.

Roles at Hi-Rez

VFX Lead for Realm Royale from March 2018 - Sept 2019

VFX Lead for Paladins: Champions of the Realm from June 2014 - March 2018

Senior Advanced VFX - for misc games in early development.

Senior Visual FX Artist - Jun 2014 - Jan 2017.

Senior Visual FX Artist

June 2014 - January 2017 (2 years 8 months)

Alpharetta, Georgia, United States

Project: Paladins: Champions of the Realm

CCP

Senior VFX Artist

April 2014 - April 2014 (1 month)

Turbine

5 years 9 months

Senior VFX Artist

September 2011 - April 2014 (2 years 8 months)

Needham, MA

- Rigging, animation, modeling, texturing
- Particle system creation / Dynamics Simulation
- VFX design and workflow collaboration
- Mentor Jr. Artists

Former Titles:

FX Artist - Sep 2011 - Feb 2013

Technical Artist

August 2008 - September 2011 (3 years 2 months)

Needham, Massachusetts, United States

- Outsource Management. Content integration.
- Mesh cleanup and UV editing
- Object/Character rigging.
- Animation. Dynamics Simulation
- Havok Behavior (Animation, Ragdolls)
- Tool writing (Python/MEL)

Former Titles:

Associate Technical Artist - Aug 2008 - Jan 2010

Forever Interactive LLC

Technical Animator

February 2008 - August 2008 (7 months)

- Character rigging and animation support.

Education

Auburn University

Bachelor of Science - BS, Computer Science · (August 2022 - July 2025)

The Art Institutes

Bachelor of Fine Arts, Media Arts & Animation · (2004 - 2007)