

BRAYAN FERNANDEZ

Technical Artist · Real-time VFX & Shaders

Reno, NV · open to relocate / remote · brayanuno2@gmail.com

[Portfolio](#), [Reel](#), [LinkedIn](#), [ArtStation](#)

PROFILE

Technical artist with two years in production at Light & Wonder, building the shaders, VFX architecture, and Unity tooling behind shipped casino titles, and the team's go-to for Maya rigging. Started in Unreal Engine and Niagara, shipping the stylized party game *Trash Pandamonium* as the technical artist on a University of Utah capstone team. Comfortable between art and engineering: turning a look into something performant, documenting it so designers can run with it, and owning the pipeline that gets assets into the engine.

EXPERIENCE

Light & Wonder — *Full-time · Hybrid*

Oct 2024 — Present · Reno, NV

Technical Artist

Sep 2026 — Present

- Own shader, VFX, and tooling work across the studio's Unity casino titles after promotion from Associate.
- Built a flexible master shader system that drives [N] visual variations across [N] shipped games, replacing one-off per-asset shaders.
- Designed the particle architecture and batching approach for production VFX, keeping effects within [frame or draw-call budget] on target hardware.

Associate Technical Artist

Oct 2024 — Sep 2026

- Wrote Unity editor tools and asset import pipelines for the art team, cutting [task] from [X] to [Y].
- Rigged full characters in Maya and became the team's point of contact for Maya and rigging questions.
- Profiled and optimized effects and materials with engineering to hold frame budgets on shipped titles.

Technical Artist, Bucket Under a Bucket, LLC — *Trash Pandamonium · Unreal (capstone)*

Aug 2023 — May 2024 · Salt Lake City, UT

- Developed optimized stylized in-game VFX in Niagara across a wide range of system requirements, working with production, art, design, and engineering to hit visual targets.
- Delivered master shaders to the design and art teams with full documentation, cutting designer iteration time roughly in half.
- Built performant, animator-friendly character rigs and owned 3D asset integration, technical support, and tool training for the art team in Unreal.

SKILLS

Software Unity, Unreal Engine, Niagara, Maya, Photoshop[, Houdini, Substance Painter]

Languages C#, HLSL / Shader Graph[, Python, C++]

Craft Real-time VFX, master shaders, VFX architecture & batching, editor tooling & import pipelines, character rigging, profiling & optimization, lighting & post-processing

EDUCATION

University of Utah — *BS, Technical Art for Games · Entertainment Arts & Engineering*

Aug 2020 — Apr 2024 · Salt Lake City, UT

VFX Apprentice — *Portfolio Bootcamp: several game effects taken from concept to in-engine implementation*

Apr 2024 — Jun 2024