

Marina L

REAL-TIME VFX ARTIST

Lviv, Ukraine

marina.vfxartist@gmail.com

[ArtStation](#) · [Showreel](#) · [LinkedIn](#) · [YouTube](#)

Real-Time VFX Artist with professional experience creating visual effects for games in Unity and Unreal Engine. I combine artistic decision-making with technical problem-solving across particle systems, shaders, procedural workflows, and simulations. I enjoy taking effects from concept through final implementation and exploring new techniques to create visually compelling, efficient real-time results.

SKILLS

Core Skills: Real-Time VFX, particle systems, shader & material development, procedural textures, simulations, Unity/Unreal Engine implementation

Software: Unreal Engine 5, Unity, Houdini, Substance Designer, Photoshop, Blender, EmberGen, Maya, PopcornFX, Adobe Animate, Premiere Pro.

Languages: Ukrainian (native), English (IELTS (General Training) 7.0).

EXPERIENCE

Room8 Studio

Real-Time VFX Artist

March 2024 – Present

- Create real-time visual effects from concept through final implementation in Unity and Unreal Engine.
- Develop particle effects, shaders, textures, and supporting VFX assets.
- Collaborate with artists, designers, and developers to integrate effects into production.
- Adapt visual solutions to project-specific artistic and technical requirements.

Magic Media / Starloop

Real-Time VFX Artist

March 2023 – March 2024

- Created real-time visual effects from concept through final implementation in Unity.
- Developed and integrated VFX assets for game production.
- Iterated on effects to meet visual and gameplay requirements.

Realis Network / Getsu

Real-Time VFX / Technical Artist

December 2021 – March 2023

- Prototyped and implemented real-time VFX for characters, weapons, environments, and UI.
- Developed custom shaders across the project.
- Created cinematics and supported character models and animation.
- Maintained technical documentation and version-control workflows.
- Collaborated closely with game designers, developers, and artists throughout production.

EDUCATION

Stylized FX for Games – [Rebelway](#)

February 2025 – April 2025

[VFX Apprentice](#) – Real-Time VFX Training

July 2023 – May 2024

Houdini Fundamentals for VFX – [Rebelway](#)

February 2023 – April 2023

Animation & Rigging – [3dmaya.com.ua](#)

July 2021 – December 2021

V. N. Karazin Kharkiv National University

Master's Degree in Chemistry

2015 – 2021