



BRISTOL SANATU LAKSHAS



Technical Artist & VFX Artist

CONTACT

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SKILLS

Material Authoring
Real Time VFX
Rigging
Procedural Modeling
Lighting
Asset Performance

LANGUAGES

Python
MEL
Vex
C# (familiar)

EDUCATION

BFA in Digital Arts
DigiPen Institute of Technology
Redmond, WA
2015 - 2020

SOFTWARE PROFICIENCIES

EXPERIENCE



VFX ARTIST

 Never Alone 2/ E-Line Media Mar 2024 - Present

- ~ Developed and owned Spirit Layer:
 - Researched, compiled, and curated culturally sensitive material to achieve authenticity with respect and care for it's origin
 - Concepted, animated, created materials and placed spirit creature sprites in the level
 - Created spirit shaders for 3d assets
 - Defined and created spirit particle effects and variants.
- ~ Developed Landscape materials and integrated with other systemic tools.
- ~ Created and placed environmental effects such as snowfall, interactive falling leaves, physmat specific particles, and placeable windlines.
- ~ Developed and assisted in implementation of main character effects Song and Glow, and their subsequent interactables in the world.
- ~ Advised and guided peer developers through cultural concepts and context

TECHNICAL ARTIST

 Techtonica / Firehose Games Jan 2023 - Feb 2024

- ~ Developed, documented and taught internal pipeline tools
- ~ Facilitated discussions regarding tech art tasks, and acted as a medium between the technical team and art team.
- ~ Created VFX in many varieties; such as environmental fx, machine/prop fx, UI FX, and character fx.
- ~ Developed performant and beautiful shaders for many applications.

TECHNICAL ARTIST

 ARK: Survival Evolved / Studio Wildcard 2020 - Nov 2022

- ~ Created Fur cards on creatures using a proprietary tool.
 - Styled and skinned cards in tool
 - Created materials and stress tested in Unreal
- ~ Continually researched and developed hair and fur for next IP.
- ~ Created custom materials, shaders and effects for post processes, dossiers and skins.