

CHRIS DUNHAM

REALTIME VFX ARTIST

Born - December 1995
 chrisdunham95@gmail.com
 Living in UK



Im Chris a VFX artist who has worked in realtime vfx and game development for just over 5 years. I have passion for both Art/CGI in general. Starting my career breifly in film i have a good understanding of rendered pipelines aswell as realtime. I try to be proactive and solutions focussed, always striving to improve and help others improve where possible. I have a keen interest in both the artistic and more technical sides to realtime vfx.

VFX Skills

Texture Creation
 VFX Optimization/Performance
 Materials
 Particle Systems
 Basic Scripting (VEX/HLSL/Python)

Soft Skills

Diligent, Reliable, Constructive,
 Able to Lead, Adaptable,
 Teamplayer, Empathic, Creative,
 Problem solver, Artistic eye,
 Attention to detail

Software

Houdini, Embergen,
 Unreal Engine
 (Niagara/Cascade/Materials/Blueprints)
 Photoshop, After Effects,
 Substance, Perforce, Sourcetree

Education

Visual effects for Film and TV - BA
 First Class Honours
 University of Hertfordshire
 2014-2017

Shipped Titles

Passengers - Film - 2016

Sea of Thieves - Game - 2018

Zau - Tales of Kenzara - Game - 2024

Still Wakes the Deep - Game - 2024

Work Experience

Senior VFX Artist - Surgent Studios - Remote | January 2023 - July 2024

Zau - Tales of Kenzara

I joined Surgent Studios in January 2022 a fairly new studio, to work on Zau - Tales of Kenzara a EA Originals title. Acting as the only VFX artist alongside a Junior technical artist to produce vfx/ta work for the project, both from scratch and reworking already present assets from previous staff and asset packs.

Working under the Lead Animator I have been responsible for creating visual effects for both gameplay and cutscenes, helping drive the vfx visuals, vfx performance, liaising with outsource platform teams and assisting the art team with any technical problems.

The main tools used during my time - Unreal engine, Niagara, Blender, Photoshop and After effects for some hand painted and stylized texture creation. Alongside Embergen for flipbook creation.

Senior VFX Artist - The Chinese Room - Remote | May 2021 - Dec 2022

Still Wakes the Deep | Vampire: The Masquerade – Bloodlines 2

I joined the Chinese Room in May 2021 as a VFX artist working on Still wakes the Deep and then Vampire: The Masquerade – Bloodlines 2. I have worked on various Visual slices as the predominant and often only VFX artist as well as in a small team.

My main responsibilities have been to produce VFX assets and work while helping to manage and support the wider VFX team alongside a Technical Artist. Provide documentation and guidelines on best practices and techniques for other artists to utilize. Mentor and support junior members of the vfx team, helping them to be production ready, providing feedback, and assisting their learning where possible. Write specifications for hookups/systems when required for code/tech to implement and produce blueprints myself and other implementations in order to hook in VFX work as required both for testing and final usage.

Much of my time was spent crafting Ocean and water visuals for Still Wakes the Deep, utilising baked data from Houdini combined with Niagara, working alongside two graphics programmers. Who helped provide rendering and technical assistance and were fundamentally responsible for the setup i was then able to Utilise as an artist.

The main tools used during my time - Embergen/Houdini/Niagara/UnrealEngine5.

VFX Artist - Rare - Twycross/Remote | October 2017 - October 2020

Sea Of Thieves | Everwild Development prior to Reboots

After graduating from university, I joined the Rare team in Twycross as a Junior VFX Artist to work on Sea of Thieves, a few months prior to shipping. My main responsibilities were texture creation, material creation, particle application in Cascade, optimizing particle systems and LODs. Also helping with any bugs and related issues around the release.

I then worked on Everwild prior to its reboot. I was responsible for VFX lookdev and RnD, providing placeholder systems for design, and contributing towards various VFX/TechArt elements in Everwild trailers, with both actual assets and work that inspired outsource teams.

My additional responsibilities consisted of supporting more junior members of staff and providing artistic and technical support to the vfx/tech art team in general on both projects where required, specifically Houdini and Niagara.

The main tools I used during my time - Houdini/Niagara/Cascade/UnrealEngine4.

Junior FX TD - MPC Film - London | June 2016 - August 2016

Passengers - VES Award Nominee

I spent my summer of my second year at University working at MPC in London on the film Passengers. My time was predominantly spent with a team of FX TD's working on a vacuum/smoke sequence, alongside a spark/burning sequence in tandem with another artist.

My main responsibilities were, smoke/vapour/spark simulation alongside the lighting and rendering of those elements for the final shots. We had to provide slap comps on a daily basis for reviews.

The main tools I used during my time - Maya(Fluids/Nparticles)/Renderman/Nuke.