

DANIELLE AICHLER

FX ARTIST

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PROFESIONAL PROFILE

I am passionate about FX and have a wide range of skills. I am experienced but inquisitive, I learn and adapt very fast to new environments and tools. I enjoy learning new skills and discovering new methods and am eager to learn from anyone. I Worked in games development for consoles (both current and next gen) ,PC titles and mobile games.

WORK EXPERIENCE

- **Senior VFX Artist - Capcom Vancouver**
Oct 2016 - Feb 2017
Puzzle Fighter. Created character, Environment and UI effects in Unity, Wrote new shaders and drove the creation of new tools to allow for mobile optimization. Was in charge of setting the effects style and visual language.
- **VFX Artist - Kabam Vancouver**
July 2016 - Oct 2016
Transformers Forged to Fight. Created all the mods effects and most of the base effects. Created the teleport effect for the bots and placements effects for the mods in the base.
- **VFX Artist - United Front Games**
July 2015 - July 2016
Infinity 3.0 Marvel Battlegrounds Playset. Created geometry based effects that were enhanced by particle systems for new character moves. Created all stage traps effects and ambient effects.
- **UI Artist - United Front Games**
July 2013 - July 2015
Tomb Raider: Definitive Edition / Sleeping dogs : Definitive Edition. Was part of the team that converted the game to the Xbox one and PS4. Adapted the UI to work on 1080p and added all UI graphical interfaces.
- **UI Artist - Relic Entertainment**
Aug 2012 - May 2013
Company of Heroes 2. Created Icons, mini maps and all 3D assets in the UI interface (Medals/user icons and 3D animations for the UI interface) .
- **UI Artist - United Front Games**
Jan 2012 -June 2012
Sleeping Dogs. Created UI Interfaces for the minigames, The world maps and general UI work where needed.

WORK EXPERIENCE

- **Website designer and AS programmer**
2008 - Jan 2012
Freelance/Graphic Designer/Programmer. Designed, developed and implemented websites and e-learning software.
- **Production Manager - E-learning**
2006 - 2008
Managed the design, development and implementation of E-learning products for Israel's leading companies.

EDUCATION

- **Think Tank Training Centre**
2010 - 2011
Environment art mentorship program.
- **Pacific Audio Visual Institute**
2008 - 2009
3D Animation and game design.
- **The University of Manchester**
2002 - 2004
B.A, Business Administration & Market Research.

SKILLS

- Unity Particle Systems
- Unreal Particle Systems
- Autodesk Maya
- Autodesk 3DsMax
- Houdini
- Zbrush
- Adobe AfterEffects
- Adobe Photoshop
- Adobe Animate
- HLSL
- C++
- C#

LANGUAGES

- English
- Hebrew

REFERENCES

Available on request