



N I A N C A S T R O - O ' C O N N E R  
VFX ARTIST

## ● EXPERIENCE :

### **Rooster Teeth - VFX/Crowd Artist (2018-Present)**

•Hired directly out of university, I worked on both of Rooster Teeth's flagships shows "RWBY" and "gen:LOCK" on a variety of VFX-related duties.

•Particles, fluids, and dissolves were the most common, but I also excelled in tool creation, explosions and RBDs.

•I eventually absorbed the duties of all other VFX artist and became the sole dedicated artist for the department – giving me more creative control and drive over each task.

•I also contributed to the studio's first game "Viscious Circle" with sprite work created in Houdini. I even taught other artists to use the software to help with task completion and management.

### **SCAD (Student Work) – VFX Artist (2018)**

•During my stay at SCAD, I was able to work on three final films, "Rocketman," "Song from the Deep," and "Vitality," that laid the groundwork for my career and developed my skills as a VFX artist. It was these films that helped impress recruiters and secure a job before graduating.

•I worked in several capacities on the student game "Prism" as a level designer, asset wrangler, editor. The game went on to win the award for best use of theme.

## ● CONTACT :

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## ● SKILLS :

### **PROGRAMS**

Adobe Photoshop

Adobe Premiere Adobe

Illustrator Adobe

Aftereffects Autodesk

Maya

Nuke

Houdini

Unreal

Unity

Shotgun

### **OS:**

Windows

Linux

Mac