



Allie Moreau

VFX ARTIST

Contact

Location: N Hollywood, CA, USA

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Language: English (Native)

Education

Bachelor's Degree of Fine Arts In
Digital Production (BFA)

Gnomon (2022-2026)

*Majored in VFX and Minored in 3D
Generalist Game Art*

Stylized VFX Certificate

VFX Apprentice (2026)

*Focused on 2D and 3D stylized vfx
design and creation for Unreal Engine.*

Houdini and Embergen Bootcamp
Certificate

VFX Apprentice (2026)

*Focused on implementing simulated
VFX from Houdini, Embergen, and
Liquigen into Unreal Engine.*

Timing Workshop Certificate

VFX Apprentice (2025)

*Focused on building successful timing
and blockouts of VFX for Video Games*

Software

Unreal Engine

Houdini

Toonboom Harmony

Maya

Substance Designer

Substance Painter

JangaFX Embergen

JangaFX Liquigen

Zbrush

Nuke

After Effects

Photoshop

Summary

I am a VFX artist for video games that specializes in creating a wide range of VFX including magic, electricity, fire, smoke, explosions, water, etc., using particle systems, ribbons, sprites, procedural shaders, hand-painted textures, 3D simulated VFX, and 2D animated sprite sheets to support gameplay.

Project Experience

Bouncing Eye (2026)

Made a fully 2D animated VFX cartoon in Toonboom Harmony with various stylized and rounded 2D vfx to achieve an engaging composition. Used Adobe After Effects to composite the animation into a fully shaded and colored cartoon.

Realistic Explosion VFX (2026)

Created a realistic Explosion VFX in Unreal Engine using JangaFX Embergen to simulate various realistic fire and smoke vfx and paired it with a ground destruction simulation using SideFX Houdini. Assembled the entire explosion in Niagara using a combination of custom materials and parameters on the particle system.

Lighting AOE (2025)

Animated a 3D character and seamlessly timed 2D VFX Animated Lighting from ToonBoom Harmony, Procedural Materials using maps created in Substance Designer, particles, and smoke flipbook sprite animations in Unreal Engine's Niagara to create a two-phase lighting AOE (lightning strike and then spell cast) that could be viewed from all angles and in multiple lighting scenarios.

Work Experience

VFX Artist (2026) for Two Sword Interactive LLC

Collaborated with game developers on the team to design, create, and implement Niagara VFX in Unreal Engine for a TBA video game.

VFX Artist (2026) for EVOL Motions

Collaborated on the team to help design and create VFX for a TBA project.

Wildlife Photographer (2024-2026) for Wildlife and Environmental Conservation Inc.

Covered rescued wild animals in their enclosures, K9 demonstrations, and raptor demonstrations. Photos were used in both promotion and auctioned off to support charity organizations.

Texture Artist (2024) for Tamabuki Video Game (Release TBA)

Made stylized graffiti art to populate Unity game engine environment.

Skills

3D VFX Development
3D Animation
3D Sculpting
3D Rigging
Matte Painting
Compositing
2D VFX Concept Design

2D VFX Animation
3D Modeling
3D Texturing
Motion Graphics
2D VFX Illustration
Digital Painting
Illustration