



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

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
Zbrush
Nuke
After Effects
Photoshop

Reference

Anton Napierala
Gnomon Head Of Games Track
Email: anton.napierala@gnomon.edu

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

Wildlife Photographer (2025) 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.

Author (2024- 2025)

Published two books annually, compiling wildlife photography photos.

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

Made stylized graffiti art to populate Unity game engine environment.

Skills

3D VFX Development	2D VFX Animation
3D Animation	3D Modeling
3D Sculpting	3D Texturing
3D Rigging	Motion Graphics
Matte Painting	2D VFX Illustration
Compositing	Digital Painting
2D VFX Concept Design	Illustration