

JUSTIN FOOTE

206-334-8792 | justinfoote@gmail.com | www.justinfoote.com

OBJECTIVE

Visual Effects Artist with 21 years of experience in developing captivating and efficient visual effects for video games across multiple platforms. Expertise in collaborating with programmers and technical teams to optimize workflows and enhance production pipelines. Proven track record of partnering with art directors, designers, and animators to deliver engaging player experiences that elevate gameplay. Committed to driving innovation in visual storytelling within the gaming industry.

QUALIFICATIONS

- Bachelor's Degree in Animation Art and Design.
- 21 years of professional video game experience as a Visual Effects Artist.
- 8 shipped titles 6 shipped DLCs
- 2014 IGN Game of the Year

SOFTWARE & ENGINES

Autodesk Maya

- Dynamics
- Physics
- Modeling
- Texturing
- Rigging
- Animation

3D Studio Max

- Modeling
- Texturing
- Animation
- Particle Flow

Houdini

- Pyro Simulation
- Rigid Body Destruction
- Procedural Modeling
- HDA Tool Creation

Substance Designer

Adobe Photoshop

Adobe After Effects

Unreal 4 & 5 Engine

- Cascade
- Niagara
- Material Shader System
- Blueprints

Unity Engine

- Particle System
- Shader Graph/Shader Forge

Bungie Proprietary Engine (Tiger Engine)

- Particle System
- Node Based Shader System

Frostbite Engine

- HeroBlade
- Proprietary Particle System

Programming/Scripting Languages

- C#
- C++
- HLSL
- Python

EXPERIENCE

Lead VFX Artist, BigTime Games, June 2023-Current

- Task Management for team
- Shader Creation for PC, Xbox One, PS5
- Creating Visual Effects for PC, Xbox One, PS5
- Houdini Tool Development for VFX Pipeline

Sr. Technical VFX Artist, Dimensional Ink aka Daybreak Games, February 2020-March 2023
Austin, TX

- Unreleased Project - Marvel MMO
- D.C Universe Online - D.C Comics MMO
- Shader Creation for PC, Xbox One, PS4
- Creating Visual Effects for PC, Xbox One, PS4
- Houdini Tool Development for VFX Pipeline

VP of AR/VR Technologies, State Street Financial, February 2018-January 2020
Austin, TX

- AR/VR Cloud Monitoring Tool for Oculus/HTC Vive
- VR Mutual Fund Constructor for Oculus/HTC Vive
- AR Mapping Systems for Mobile, Tablet, & Microsoft HoloLens

Sr. VFX Artist / Technical Artist, Bungie Inc., March 2017-January 2018
Redmond, WA

- Destiny 2 : Curse of Osiris
- Shader Creation for PC, Xbox One, PS4
- Creating Visual Effects for PC, Xbox One, PS4
- Houdini Tool Development for VFX Pipeline

Sr. VFX Artist / Technical Artist, Microsoft HXT, June 2016-February 2017
Redmond, WA

- Company Overview: HoloLens Experience Team
- Various HoloLens Projects
- Shader Creation for Microsoft HoloLens
- Creating Visual Effects for Microsoft HoloLens
- Creating Motion Graphics for Microsoft HoloLens
- Peripheral Fabrication for Microsoft HoloLens
- HoloLens Experience Team

Sr. VFX Artist, Bioware E.A, January 2009-April 2016
Austin, TX

- Mass Effect Andromeda for PC, Xbox One, PS4
- Dragon Age Inquisition for PC, Xbox One, PS4
- Dragon Age Inquisition : The Decent DLC for PC, Xbox One, PS4
- Unreleased Project - Shadow Realms for PC, Xbox One, PS4

- Star Wars The Old Republic for PC
- Star Wars The Old Republic : Galactic Starfighter for PC

Time Minor Productions, Freelance, November 2008-December 2008
Seattle, WA

- Lint effects for washer and dryer promo

VFX Artist, Amaze Entertainment, March 2004-March 2008
Kirkland, WA

- Call of Duty : Roads to Victory for PSP
- Shrek the 3rd for Xbox 360, Wii, PSP
- Where The Wild Things Are for Xbox 360, PS3, Wii
- Creating Environments for PSP
- Creating Visual Effects for PSP

EDUCATION

Bachelor's Degree

Animation Art Design, Art Institution of Seattle, Seattle WA January 2004

Computer Science

University of Puget Sound, Tacoma WA January 2001

High school or equivalent

Melba High School, Melba ID January 2000

ACHIEVEMENTS

- Student Body President for Melba High School.
- Graduated with honors.
- Involved in athletics from an early age. Learned the value of working as a team. Privileged with being selected as a Captain of both Football and Baseball teams.
- Involved in farm and ranch life until 18 years old. Raised Black Angus cattle and in 1995 I raised and owned the National Grand Champion Heifer.