



# ROWAN POSTYENI

VFX Artist / Technical Artist

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www.rowanpostyeni.com

## Education

Bachelor's degree in Fine Arts in Digital Art and Animation  
DigiPen Institute of Technology | 2017 - 2021

Rotary Youth Exchange at 神奈川県立大和西高等学校  
(Yamato Nishi Senior High School)

## Software

- Adobe Photoshop
- Unreal Engine 4
- Unity Engine
- Autodesk Maya
- Houdini
- Blender
- Esoteric Spine
- Source Control
- Trello

## Skills

- Particle Systems
- Node base systems
- Shaders
- Flipbooks
- Python/Pymel scripting
- 3D animation
- Lighting
- Modeling
- Procedural Modeling
- Texturing
- Art Fundamentals including: Human anatomy, Color theory, and Composition.

## Experience

XBOX Certification Tester

C2S Technologies, Inc. | October 2021 - March 2022

- Collaborated with teammates to identify and reproduce gameplay bugs and errors.
- Wrote bug reports and logged details into company's database.

VFX Artist

In Spirit 3D Short Senior Film | September 2020 - December 2020

- Developed 4 visual effects in Houdini and Maya utilizing vellum simulations, pyro simulations, and mash particles.

Character Animator

Lirica 3D Junior Game | September 2019 - May 2020

- Animated and implemented character animations into UE4 and modified animation blueprint state machines.
- Assisted designers and programmers in testing assets in Unreal engine and managing art files in Perforce.

Character Artist

King Author 2D Sophomore Game | September 2018 - May 2019

- Concepted characters and created finalized assets for rigging and animating in Spine.
- Tested assets in custom engine and organized art files in SVN.

## Personal Projects

Until We Reach Zero | Duo Game Jam 2022

- Closely collaborated with teammate to concept and complete a narrative-driven game in 7 days.

Icicle VFX Project | January 2021 - April 2021

- Created a particle system in UE4's Niagara with a custom shader which utilized Houdini's rigid body destruction simulation and implemented it into engine through use of vertex animation.