

TAKU WANIFUCHI

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Computer Graphics Professional

- 20+ years of experience in computer graphics and game industry
- Strong knowledge of 3D softwares with experience of writing script codes
- Good at understanding various in-house softwares and editors
- Successful in meeting new technical challenges
- Finding solutions to meet the needs of the development pipeline

Education

- Associate of Arts: Craft Design (Plastic Craft), Musashino Art University, Tokyo - Graduated 1993

Nationality

- Japanese

Health

- No health problems

Marital Status

- Married

Visa Situation

- Work permit in Sweden

Technical Skills (• Currently using / ○ Previously used)

3D Graphics	years	2D Graphics	years	Web	years
• Unreal Engine • JungaFX Suite • Houdini ○ Unity ○ Cry Engine ○ Fox Engine ○ Blender ○ Maya ○ 3DS Max	20+ 4 8 5 5 2 2 8 5	• Photoshop • After Effects ○ Substance Designer ○ Slate Editor ○ Premier ○ Illustrator	20+ 20+ 2 2 1 1	• Wix ○ HTML5 ○ Flash ○ Dreamweaver ○ Swish Max	0.5 1 4 1.5 1

- VEX and scripts for Houdini, Blueprint and Niagara module scripts for Unreal Engine
- Shaders, animation, post effects and particles, for Unity, Unreal 3, Cry Engine and Fox Engine
- Visual Basic Script for Softimage XSI, MEL Script for Maya, Max Script for 3DS Max
- MS-DOS and Unix Shell experience
- Years of experience using command prompt and shell-scripts, on various in-house softwares

Position Expectation

- VFX Artist

Preference of Games

- Photorealistic graphics, believable settings/story line

Favorite Games

- Silent Hill 2
- Steel Battalion – Line of Contact
- SWAT4
- Battle Field series
- Escape from Tarkov
- Metro series
- Skyrim
- Bodycam

Personal Things



My Bike

- Linus Roadster 7
- Copenhagen Wheel
- Electric pedal assist



My Guitar

- Burny
- Les Paul Robert Fripp replica
- Sustainer pickup



My Wife

- Totally Japanese
- Speaks little English
- Stays with me for 20+ years

Highlights of Employment

- **Starbreeze Entertainment** May. 2023 to Present
 - Principal VFX Artist
 - Providing VFX for game titles
 - JungaFX Suite/Houdini/Unreal/Niagara/Blueprint workflow
 - Blueprint setup for dynamic VFX in games
 - R&D, plugins investigation
- **Funcom** Apr. 2020 to Apr. 2023
 - Dune Awakening (PC, PS5, XBS1, TBA) | Senior VFX Artist
 - Providing VFX for an open-world survival MMO game
 - Houdini/Redshift/Niagara workflow
 - R&D, plugins investigation
- **Madfinger Games** Oct. 2017 to Feb. 2020
 - Shadowgun Legends (Android, iOS, Mar. 2018) | Senior VFX Artist
 - Providing VFX for high-end mobile game titles
 - VFX shader design and prototyping on Unreal Engine 4
 - Using Houdini, make AAA techniques happen in mobile
- **Ninja Theory** from Jan. 2016 to Nov. 2016
 - Unreal 4-based, unannounced MOBA title | Senior VFX Artist
 - Working closely with the art director and lead game designer, delivering expected VFX in-game

- [Konami Digital Entertainment Los Angeles \(ex. Kojima Studio LA\)](#) from May 2014 to Nov. 2015
 - Metal Gear Online III (Multiplayer component for Metal Gear Solid V, PS3/4, XB360/One, PC, Konami)
 - Worked as a Senior VFX Artist and Lead UI Technical Artist
 - Researched optimization and debugging command usage for Fox Engine VFX workflow
 - Made all required UI assets on Softimage XSI(models, shaders, textures and animations)
 - Responsible for UI team workflow, progress report, and task management
- [Gearbox Software](#) from Jan 2012 to Jan. 2014
 - Worked as a Senior VFX Artist
 - Boaderlands2, and DLCs(PS3/4/Vita, XB360/One, PC, Mac, 2K Games, 2012)
 - Aliens: Colonial Marines(PS3, XB360, SEGA, 2013)
 - Battleborn (prototyping work)
 - Worked with the VFX team, find the best implementation of the effects
 - Made all required assets(shaders, textures, animations, post effects, and particles) for VFX
 - Worked with R&D to implement Nvidia PhysX to the Unreal 3 customized engine
 - Work with designers, applied proper in-game/cinematic setup by Kismet, Matinee, and character editor
- [Airtight Games](#) from Feb. 2010 to Sep. 2011
 - Murdered: Soul Suspect(PS3/4, XB360/One, Square Enix, 2014) | VFX Artist
 - Worked with the art director and concept artists, finding the best implementation of the effects
 - Made all required assets(shaders, textures, animations, post effects, and particles) for VFX
 - Worked with designers, applying proper in-game/cinematic setup
 - Assets optimization for the current/last generation consoles
- [Crytek Hungary](#) from Feb. 2008 to Jan. 2010
 - Crysis Warhead (PC, Electronic Arts, 2008) | Special Effects Artist
 - Worked on effects in-game, made and improved particle effects
 - Made all required assets (textures, animations, post effects, and particles) for VFX
 - Worked with programmers, finding the best solution for the implementation of the effects
 - Applying proper in-game/cinematic setup by script tree, animation, and character editor
 - Rise (prototyping work)
 - Worked on prototype effects for all presentation maps
 - Worked with programmers and designers to find the best implementation of the effects
- [Crytek](#) from Dec. 2006 to Jan. 2010
 - Crysis (PC, Electronic Arts, 2007) | Special Effects Artist
 - Worked on effects in-game, made and improved particle effects
 - Made all required assets (textures, animations, post effects, and particles) for VFX
 - Worked with programmers, finding the best solution for the implementation of the effects
 - Applying proper in-game/cinematic setup by script tree, animation, and character editor
- [Cavia](#) from Mar. 2002 to Jun. 2006
 - Bullet Witch (Xbox 360, Atari, 2006)
 - Worked on all cinematic effects as a special effects artist
 - Made the airport stage as an environment artist
 - Ghost in the Shell: Stand Alone Complex (PlayStation 2, Bandai Namco Games, 2004)
 - Made enemy base stages and the last stage, as an environment artist
 - Worked on all of the particle effects as a special effects artist
 - Art Director for a prototype project, Judgment War (PlayStation 2)
 - Made main character assets, all of the environment, and effects

- Lead Artist for pre-render presentation movies for Zegapain series (Xbox 360, Bandai Namco Games, 2006)
 - Worked on all environments and effects, set up all rendering and compositing
- Technical adviser for Softimage XSI
 - Developed and maintained libraries of add-on scripts for Softimage XSI
- **Water Marks** from Apr. 2001 to Jan. 2002 (contractor)
 - Art Lead for unpublished racing game (PlayStation 2)
 - Worked with R&D, finding the best solution for the implementation of all required assets
 - Production schedule for the art team, quality, and data structure check for all art assets
- **Square Enix** from Oct. 2000 to Mar. 2001 (contractor)
 - Final Fantasy X (PlayStation 2, Square Enix, 2001) | Character Setup Artist
 - Character rigging and cloth simulation setup for main characters (Arlon, Seimore)
 - Cloth simulation setup for extra characters and environment assets
- **KAZe** from Jun. 1998 to May 2000
 - Masked Rider (PlayStation, Bandai Namco Games, 1998)
 - Worked on the pre-render opening movie for the title
 - Start from the image board, make all assets/animations, render, and final movie clip
 - Masked Rider V3 (PlayStation 2, Bandai Namco Games, 2000)
 - Worked on the pre-render opening movie for the title
 - Start from the image board, make all assets/animations, render, and final movie clip
 - CG Director, Pre-render team lead
 - Responsible for all CG materials for advertisement
 - Worked with DTP/Web designers, finding the best solutions for the implementation of CG
- **DAAC Corporation** from Jan. to Aug. 1997 (contractor)
 - CG artist, team lead
 - Worked on TV commercials and CG movies
 - Worked with external art directors, discussed with clients to find the best solution for the implementation of the CG
 - Making storyboards and prototype movies for advertisement competitions
- **Square Enix** from May to Nov. 1996 (contractor)
 - Final Fantasy VII (PlayStation, Square Enix, 1997) | Environment Artist
 - Interior and emergency stairway of the Sinra Building
 - Live show stage and monorail in cartoon park
 - Ice caverns in underground stages
- **Pixy Corporation** from June 1995 to Apr. 1996
 - CG artist, Team Lead
 - Worked on TV commercials and CGI movies
 - Worked with external art directors, discussed with clients to find the best solution for the implementation of the CGI
 - Made storyboards and prototype movies for advertisement competitions
- **Nabla** from Apr. 1992 to May 1995
 - CG artist
 - Worked on TV commercial CGIs
 - Worked with external art directors, discussed with clients to find the best solution for the implementation of the CGI