

Tracey Landau

(201) 650-1612

Tracey@traceylandau.com

www.TraceyLandau.com

Software

Unreal, Unity, proprietary game engine software, 3Ds Max (plus particle flow), Maya, FumeFX, Houdini, Substance Painter, After Effects (plus Element 3D, Particular, Form), Photoshop

Production Experience

Primary VFX Artist

Aug 2019 – Current

Hardsuit Labs

Made AAA VFX for Bloodlines 2, starting from concept design and storyboarding, texture creation, and fluid simulations, to creating particle systems, material/shader building, modelling, content programming, environment dressing, and setting up VFX in sequences/timelines. Identified VFX needs, tracked tasks, set up pipelines, and optimized VFX performance.

VFX Artist

Aug 2018 – June 2019

Harebrained Schemes

Created particle systems and fluid simulations, flipbooks, concept designs, and materials/shaders. Built fx libraries, managed VFX technological needs, and updated fx and art across different projects.

VFX Artist

Jan 2018 – Aug 2018

Wargaming Seattle

Created photorealistic effects and connected them in game with proper logic, created fluid sims, did environment fx dressing, fixed bugs and performance problems, and built materials/shaders.

VFX Artist

May 2015 – Jan 2018

Telltale Games

Created particle systems and sprites, implemented fx in timelines, did environment fx dressing, managed JIRA and assigned work across the team, and built shaders for games shipped across all platforms on a compressed schedule.

VFX Artist & Title Animation

"Stray" - Indie feature film

Dec 2014 – Feb 2015

- Replaced backgrounds and added steam, smoke, and fire in key scenes of the film, which included green screening and compositing
- Worked closely with the cinematographer while performing color correction and color grading for the entire film

"Dark Tarot" - Indie feature film

June 2012 – Feb 2013

- Worked closely with the director on set as VFX Supervisor
- Created 3D sequences, added fog, green screening, compositing, and color correction
- Designed and animated the film's opening title sequence

Game Credits

Release TBD:

- Bloodlines 2

Released in 2018-2019:

- BattleTech (update)
- BattleTech: Flashpoint
- BattleTech: Urban Warfare

Released in 2017:

- Minecraft Story Mode: Above and Beyond
- Batman Enemy Within: Fractured Mask
- Minecraft Story Mode: Below the Bedrock
- Guardians of the Galaxy: Don't Stop Believin
- Batman Enemy Within: The Pact
- Minecraft Story Mode: Jailhouse Block
- Guardians of the Galaxy: Who Needs You
- Batman Enemy Within: The Enigma
- Minecraft Story Mode: Giant Consequences
- Guardians of the Galaxy: More Than a Feeling
- Minecraft Story Mode: Hero in Residence
- Guardians of the Galaxy: Under Pressure
- Walking Dead Ep. 305
- Walking Dead Ep. 304
- Walking Dead Ep. 303
- Guardians of the Galaxy: Tangled Up in Blue

Released in 2016:

- Walking Dead Ep. 302
- Walking Dead Ep. 301
- Batman: City of Light
- Batman: Guardians of Gotham
- Batman: New World Order
- Batman: Children of Arkham
- Minecraft Story Mode: A Journey's End?
- Batman: Realm of Shadows
- Minecraft Story Mode: Access Denied
- Minecraft Story Mode: A Portal to Mystery
- Walking Dead: Michonne Ep. 3
- Walking Dead: Michonne Ep. 2
- Minecraft: Story Mode: Order Up!
- Walking Dead: Michonne Ep.

Released in 2015:

- Minecraft: Story Mode Ep. 104
- Minecraft: Story Mode Ep. 103
- Game of Thrones Ep. 106
- Minecraft: Story Mode Ep. 102
- Tales from the Borderlands Ep. 5
- Minecraft: Story Mode Ep. 101
- Tales from the Borderlands Ep. 4
- Game of Thrones Ep. 105
- Tales from the Borderlands Ep. 3

Education

2007-10 BA Computer Animation, Fairleigh Dickinson University, *magna cum laude*
2010 Study Abroad (Semester) Wroxton College, Oxfordshire, England