

# Tracey Landau

**VFX Artist** | Greater Seattle Area, WA

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## SUMMARY

Senior VFX Artist with over 10 years of experience designing, optimizing, and integrating visual effects for AAA titles. Proficient in building scalable pipelines, developing reusable Niagara modules and Blueprint systems, and delivering cinematic and gameplay VFX that balance visual fidelity with performance. Contributed to globally recognized franchises including *Perfect Dark*, *Marvel's Avengers*, *Tomb Raider*, *Vampire: The Masquerade Bloodlines 2*, *Call of Duty: Cold War*, and *Battletech*. Specializes in fluid simulations, combat and destruction FX, and performance-optimized asset libraries that streamline team workflows.

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## SOFTWARE

- **Game Engines:** Unreal Engine (Niagara, Blueprint), Unity, proprietary in-house engines
  - **3D & Simulation:** 3ds Max (pFlow), Maya, Houdini, Embergen, FumeFX
  - **Texturing & Materials:** Photoshop, Substance Painter
  - **Compositing:** After Effects (Optical Flares, Element 3D, Particular, Form)
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## PRODUCTION EXPERIENCE

### Senior VFX Artist, DEVCO Studios

Oct 2025 – July 2026

**Projects:** *Marvel's Wolverine (Insomniac's Proprietary Engine)*

- Quickly learned new proprietary software to immediately start contributing to ongoing project
- Added, edited, and tailored effects for cinematics, including bug fixing and performance revisions
- Built new VFX, materials, and material graphs
- Trained and mentored entry and mid-level VFX artists, created resource materials and tutorials

### VFX Artist III, Crystal Dynamics

May 2021 – Aug 2025

**Projects:** *Perfect Dark (UE5)*, *Marvel's Avengers (Proprietary Engine)*, *Tomb Raider (Additional Support, UE5)*

- Designed and implemented combat, destruction, and environmental effects for *Perfect Dark*, ensuring high visual fidelity and gameplay readability
- Built new FX pipelines, Niagara modules, and Blueprint systems to expand gameplay functionality and reduce iteration time
- Created fluid simulations in Embergen and Houdini, authored materials, and created flipbooks, textures, and FX templates to deliver scalable, reusable assets
- Optimized FX assets, resolving performance bottlenecks without compromising framerate.
- Managed FX libraries, task tracking, and documentation in Confluence, enabling better collaboration across design, art, and engineering teams
- Contributed FX for *Marvel's Avengers*, including sonic EMP bursts in the Klaw Raid mission in Wakanda and Spiderman's takedown sequences.
- Provided additional VFX support on *Tomb Raider* such as environmental VFX

## Primary VFX Artist, Hardsuit Labs

Aug 2019 – May 2021

**Projects:** *Vampire: The Masquerade – Bloodlines 2 (UE4)*, *Call of Duty: Cold War (Additional Support)*

- Designed and implemented VFX for Bloodlines 2 from concept and storyboarding through final in-game sequences, covering particle systems, fluid simulations, shader development, modeling, content programming, and environment dressing
- Identified VFX needs across the project, tracked tasks, established pipelines, and optimized performance to ensure visual fidelity without sacrificing framerate
- Delivered unique and complex vampire ability effects that balanced atmospheric immersion with clear gameplay readability
- Provided additional VFX support on *Call of Duty: Cold War*

## VFX Artist, Harebrained Schemes

Aug 2018 – Jun 2019

**Projects:** *Battletech: Urban Warfare (Unity)*, *Lamplighters League (Unity)*

- Created particle systems, fluid simulations, flipbooks, and shaders for *Battletech* and other projects
- Built FX libraries and managed technical needs
- Worked on building destruction, holograms, video ads, and explosions

## VFX Artist, Wargaming Seattle

Jan 2018 – Aug 2018

**Projects:** *Unreleased game (Proprietary Engine)*

- Created photorealistic effects including realistic smoke, fire, flimsy destruction, and dynamic living world elements
- Integrated FX in-game with proper logic, built materials/shaders, authored fluid sims, dressed environments, and fixed bugs and performance issues

## VFX Artist, Telltale Games

May 2015 – Jan 2018

**Projects:** *Minecraft: Story Mode*, *Tales from the Borderlands*, *The Walking Dead: Michonne (Proprietary Engine)*

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

## VFX Artist & Title Animation, Independent Film Projects

*"Stray"* - Indie Feature Film

Dec 2014 – Feb 2015

- Replaced backgrounds and added steam, smoke, and fire in key scenes of the film, including 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

Jun 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

- Marvel's Wolverine (upcoming)
- Tomb Raider: Catalyst (upcoming)
- Perfect Dark (cancelled)
- Marvel's Avengers
- Call of Duty: Cold War
- Bloodlines 2: The Vampire Masquerade
- The Lamplighter's League
- BattleTech: Urban Warfare
- BattleTech: Flashpoint
- BattleTech
- Minecraft: Story Mode Season 2 Ep. 1-5
- Walking Dead Season 3 Ep. 1-5
- Telltale's Guardians of the Galaxy Ep. 1-5
- Telltale's Batman Ep 1-5
- Minecraft: Story Mode Ep. 1-8
- Walking Dead: Michonne Ep. 1-3
- Telltale's Game of Thrones Ep. 5-6
- Tales from the Borderlands Ep. 3-5

## EDUCATION

- BA Computer Animation, Fairleigh Dickinson University, *magna cum laude* (2007-2010)