Tracey Landau

VFX Artist | Greater Seattle Area, WA

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SUMMARY

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*. Specialized in fluid simulations, combat and destruction FX, and performance-optimized asset libraries that streamline team workflows.

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)

PRODUCTION EXPERIENCE

Senior VFX Artist, DEVCO Studios   Oct 2025 – Present
Projects: *Marvel's Wolverine (Insomniac's Proprietary Engine)*
- Quickly learned new proprietary software to start immediately contributing to ongoing project
- Added, edited, and tailored effects for cinematics, including bug fixing and performance revisions
- Built new VFX, materials, and material graphs

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

- See www.TraceyLandau.com for full list of credits

EDUCATION

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