Antonio Gil Herrera
Visual Effects Artist

Contact

antoniogilhe.art

antoniogilhe@gmail.com

Education

Savannah College of Art and Design (SCAD)
2014 - 2019

- BFA in Interactive Design & Game Development - **Magna Cum Laude**
- BFA in Visual Effects - **Magna Cum Laude**

2022-Present

- MFA in Visual Effects

Awards & Accomplishments

PULSE Art + Technology Festival
2019

- Exhibited Palm Dreams alongside local independent developers
- Gave a talk on experimental game design and inspiration regarding Palm Dreams

Entelechy
2018

- Winner - Best of Show: Palm Dreams
- Winner - Best 3D Game: Palm Dreams

Skills

Software

- SideFX Houdini
- Adobe Photoshop
- Unreal Engine 4 & 5
- Unity
- Substance Designer
- Autodesk Maya

Experience

Sony Santa Monica Studio - VFX Artist
2021-2022

- Created realtime VFX for several different areas (environment, interactive modules, combat, setpiece moments) for God of War: Ragnarok.
- Worked alongside design team to implement complex gameplay effects for interactive modules and character abilities.
- Collaborated in creative process to determine the nature and motion of fantastical visual effects.

343 Industries - VFX Artist
2019-2021

- Authored realistic, gameplay-oriented effects, shaders, and textures for weapons and sandbox objects for Halo Infinite.
- Worked with design, audio, and QA teams to verify VFX quality and proper interactivity during gameplay.
- Optimized effects scalability for multi-platform performance.

UndertoneFX - VFX Artist
2019

- Illustrated and produced textures, shaders, and particle systems for real time usage.
- Developed and optimized visual effects for both mobile and PC platforms.
- Prepared game-ready Houdini smoke simulations.

SCADPro x Emory University x Georgia Tech Collaboration - Technical Artist/Lighter
2019

- Collaboration with the goal of producing a tool to rehabilitate walk of stroke survivors.
- Collaborated with tech and art teams to set best practices and optimize in a VR system.
- Created stylized realtime shaders and effects.
- Responsible for game design and lighting supervision.

Palm Dreams - Project Lead, VFX Artist, Lighter
2018

- Produced and scheduled team progress.
- Designed and implemented particle and material effects for use in realtime gameplay.
- Produced interactive UE4 shader effects.

Fair Play Labs - Artist, Designer
2014 - 2017

- Illustrated several background assets for modular use for Scribblenauts Showdown.
- Designed and laid out levels for 2D plaftormer games.