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www.allyrybinski.com 🌐

ALLY RYBINSKI

VFX ARTIST

EDUCATION

2021 - 2022
M.S. Interactive Entertainment
University of Central Florida (FIEA)
Orlando, FL

2017 - 2020
B.S. Game Design
University of Central Florida
Orlando, FL

TOOLS

- Unreal Engine 4 & 5
- Adobe Photoshop
- Adobe Substance Designer
- Autodesk Maya
- SideFX Houdini
- Perforce
- Jira/Confluence

SKILLS

- UE4 Materials
- UE4 Blueprints
- Python
- Niagara

ACHIEVEMENTS

- Xbox Women in Gaming Game Changers

EXPERIENCE & PROJECTS

VFX Artist Drain Runner - Nothing Interactive **Dec 2021 - Aug 2022**

A third person action rogue like developed in UE4 by a team of 16 developers

- Created visual effects within UE4 Niagara and Cascade
  - Created these with exposed parameters for easier implementation and control within Blueprints
- Created complex shaders using the material editor of UE4
  - Exposed parameters for other developers to change to their liking as levels got created
- Created textures within Substance Designer to use with the UE4 material editor
- Implemented VFX using the UE4 animation editor and in Blueprints

Technical Artist METROID DREAD VR Experience **Sept 2021 - July 2022**

A first person VR escape room experience made in UE4 by a team of 8 developers

- Created visual effects within UE4 Niagara
  - Created with exposed parameters for easier implementation and control in Blueprints
- Worked to create a level using Blueprints and designed mechanics
- Created post processing effects
  - Used to drive the experience forward and triggered by user input
- NOT AFFILIATED WITH NINTENDO

VFX Artist Requiem - Hellion Studios **Jan 2020 - April 2020**

A 3D puzzle, platformer created using UE4 by a team of 16 developers

- Created visual effects within UE4 Niagara and Cascade
- Created shaders using the material editor of UE4
- Assisted level designers in set dressing
- Implemented VFX using Blueprints