

Drew D.P. Goheen

Visual Effects Artist

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Over 10+ years of visual effects work in the video game industry has given me the knowledge and capabilities to create amazing effects that come in on time and within budget.

Experience

Certain Affinity, Austin Tx – *Senior Visual Effects Artist*

June 1, 2020 – Present

Currently working with the Microsoft Studio, The Initiative, on an unannounced project using UE4.

Obsidian Entertainment, Irvine CA – *Senior Visual Effects Artist*

February 1, 2020 – May 1, 2020

Had a short run at Obsidian but was still able to give advice on the VFX production pipeline. Had done a small amount of R&D for the announced title, Avowed. Left studio to live back in Austin, TX.

TurtleRock Studios, Lake Forest CA – *Principle Effect Artist*

September 1, 2018 – January 1, 2020

Principle effects artist for new IP "Back 4 Blood". Primary duties included particles effects, texturing and modeling. Extra duties included character and visual effects conceiving, physics simulation R&D, particle effects pipeline, water system, bird system, and other miscellaneous "Artistic" duties.

Raven Software, Madison WI – *Senior Visual Effects Artist*

August 28, 2017 – September 1, 2018

Collaborated with a staff of five effects artist to help release the Call of Duty series tile, Black Ops 4. Used proprietary software engine, Radiant, to create game play effects and cinematics scenes.

Arkane Studios, Austin TX – *Visual Effects Artist*

September 1, 2014 – June 1, 2017

Main duties included, but not limited to, creation of particle sprites, textures, modeling, animation and data entry work. Working with a smaller team, I had to wear many hats, which called for me to go beyond my regular duties to help ship the Prey (2017) tile. Other duties included: concept art, weapon design, prop design, bug entries and performance testing.

BattleCry Studios, Austin TX – *Visual Effects Artist*

May 30, 2013 – September 1, 2014

Worked as primary visual effects artist for about a year, before bringing on second artist, on the self-published title "BattleCry". Duties included working with the art and design team to facilitate all needs. Also worked closely with Crytek's particle engine developer, and internal tools programmers, to refine the particle editor.

Petroglyph Studios, Las Vegas NV - *Visual Effects Artist*

April 30, 2012 – April 30, 2013

Victory! – Preproduction – Lead Artist and Principle Visual Effects Artist – Moved into an "Art Lead" role while still making visual effects. Created an art "style guide", preproduction concert art, particle and texture work, Tactical "In-world" UI, modeling environmental props.

End of Nations – Visual Effects Artist – Main duties included creation of explosions, photoshop texturing, Maya modeling and data entry.

NetDevil/LEGO Studios, Louisville CO – *Visual Effects Artist*

June 1, 2009 – November 11, 2012

First industry job working on the AAA tile "Lego Universe". Main duties included creations of particle effects, mesh effects, textures and shader effects, mild lighting, animation and modeling.

Education

Art Institute of Colorado, Denver CO – Visual Effects and Motion Graphics

September 12, 2004 – December 20, 2008

Graduated with a Bachelor of Arts (BA) in Visual Effects and Motion Graphics.

Applications Skills

Unreal Engine 4.26, Houdini,
EmberGen, Photoshop,
Maya, Substance Designer,
VectorRayGen, Quixel,
AfterEffects, CryEngine,
XNormals, Excel, Word,
Lync, Perforce, Jira,
Handsoft, Shotgun