

Weston Wright | Technical Artist Materials & VFX

contact@westonwright.dev | 817-908-8066 | Naperville, IL (Open to Remote & Relocation)

Website, Demo Reel & Portfolio: westonwright.dev

Professional Summary

Technical Artist specializing in shader development and real-time visual effects for AAA, live-service games. Experienced in utilizing real-time rendering pipelines to create cinematic live-events and interactive VFX, experienced by millions of players. Skilled in bridging the gap between art and engineering through Unreal Engine, advanced shader workflows, and collaboration to deliver optimized, high-fidelity cross-platform visuals.

Skills

Unreal Engine 4/5, Unity, HLSL, C#, Python, Niagara, Material Graph, Blueprints, Substance Painter/Designer, Maya, ZBrush, Adobe Suite, Cinema 4D, Perforce, Jira, Miro | Real-time rendering, Shader optimization, Procedural workflows, Cross-platform performance optimization, Interactive VFX design | Familiar: Houdini, C++, OpenGL.

Professional Experience

Technical Artist II (Promoted from *Technical Artist I*, March 2025) | High Voltage Software | Hoffman Estates, IL | May 2023 - Present

Project: Fortnite Battle Royale (AAA Title, Unreal Engine 5)

- Designed and shipped major VFX, materials, and animations for 7+ major live events, including cinematics and large-scale seasonal updates, featuring global brands, and viewed by millions of players worldwide.
- Built, optimized, and scaled complex shaders and interactive VFX to meet performance targets across mobile, console, and PC.
- Collaborated with international art, design, and engineering teams to translate concepts into polished, game-ready assets.
- Authored Blueprints for interactive gameplay mechanics and resolved complex, high-priority rendering/material integration bugs.

Additional Experience

Undergrad Prof. Assistant | UT Austin (March - May 2022) - Tutored students in Unity, C#, and HLSL shaders.

Instructor | Game Worlds Camp (March - August 2022) - Taught game development to students aged 8-18.

Education

B.S. in Arts and Entertainment Technologies | University of Texas at Austin | Graduated May 2022 | Specialization: Game Art & Rendering

Selected Projects - Portfolio: westonwright.dev/portfolio

Frogmented - *Programming* | 2D Unity platformer with unique controls and soft body physics | Best in Show

XYZYX - *Programming & Art* | Hybrid 2D/3D Unity game where control is split between 2 players | Best in Show

Pizza Pandemonium - *Programming* | 2D Unity pizza building simulator with chaotic physics | Best in Show

Heartstring - *Programming* | 2D co-op Unity platformer where players are tied together | Best Gameplay