

Rowan Postyeni

VFX Artist

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Proficiencies

Adobe Photoshop

Unity Engine

Particle systems

Custom shaders

Houdini

Unreal Engine

Simulations

Flipbooks

Autodesk Maya

Source Control

Python/Pymel

Node based systems

Academic Projects

January 2021 - April 2021

Solo Project

VFX Artist

- Created a visual effect in UE4's Niagara system while utilizing Houdini's rigid body destruction simulation and implementing it with use of vertex animation.

September 2020 - December 2020

In Spirit 3D Short Film (team of 8)

VFX Artist

- Created and developed 4 visual effects/simulations in Houdini and Maya utilizing vellum simulations, pyro simulations, and mash particles.
- Maintained an alembic workflow between Maya and Houdini.

September 2019 - May 2020

Lirica 3D Puzzle Game (team of 18)

Character Animator

- Animated and implemented character animations into UE4 and modified animation blueprint state machines.
- Tested assets in Unreal engine and managed art files in Perforce.

September 2018 - May 2019

King Author and the Sundered Story 2D Puzzle Game (team of 13)

Character Artist

- Designed characters and established a pipeline for Photoshop to Spine to Engine.
- Tested assets in custom engine and managed art files in SVN.

Education

September 2017 - April 2021

DigiPen Institute of Technology - Bachelor of Fine Arts in Digital Art and Animation

September 2014 - July 2015

神奈川県立大和西高等学校 (Yamato Nishi Senior High School) Rotary Youth Exchange

Achievements

September 2018 - April 2021

Greater Seattle Business Association Scholarship

Awarded to students with the "vision, compassion and capability to solve global issues" who "exhibit leadership potential, demonstrate strong academic abilities, and are actively involved in school and community organizations."