

Arina Andriushchenko

Real-Time VFX Artist | Particle Simulation TD

San Francisco, CA, USA

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Professional Summary:

Real-Time VFX Artist and Particle Simulation TD with experience developing high-fidelity visual effects and procedural workflows for award-winning interactive experiences. Specializing in Unreal Engine 5, Niagara, and Houdini, with a focus on scalable real-time solutions that balance artistic vision, technical requirements, and performance constraints. Contributed to Emmy Award-winning productions and globally recognized Disney and Star Wars experiences at Industrial Light & Magic.

Core Skills:

Real-Time VFX

- Unreal Engine 5
- Niagara
- Particle Systems
- Gameplay VFX
- Environmental VFX
- Cinematic VFX
- Shader Development
- Materials
- Performance Optimization

Production

- Perforce
- Cross-Disciplinary Collaboration
- ShotGrid
- Jira

Procedural & Technical Art

- Houdini
- Procedural FX
- Houdini-to-Unreal Workflows
- Pipeline Development
- Technical Problem Solving
- VFX Profiling & Optimization
- Prototyping

Software & Tools

- Autodesk Maya
- Nuke
- Substance Designer
- Adobe Photoshop

Selected Credits:

Millennium Falcon: Smugglers Run with Mandalorian and Grogu

(Disneyland Resort & Walt Disney World)

Real-Time VFX Artist | Particle Simulation TD

- Developed real-time visual effects and technical content for Disney's flagship interactive attraction.

What If...? – An Immersive Story (Apple Vision Pro)

Real-Time VFX Artist | Particle Simulation TD

- Developed real-time visual effects and procedural workflows for an Emmy Award-winning immersive experience.
- Created Houdini-to-Unreal solutions and simulation-driven content for Apple Vision Pro.

Star Wars: Beyond Victory

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- Designed gameplay and environmental visual effects for a large-scale Star Wars immersive experience.

Star Wars: Tales from the Galaxy's Edge – Enhanced Edition (PSVR2)

Junior VFX Artist / Real-Time VFX Artist

- Created and optimized real-time visual effects using Unreal Engine and Niagara.

Experience:

Real-Time VFX Artist | Particle Simulation TD

April 2024–Present

Industrial Light and Magic,
San Francisco, CA

- Design and implement high-fidelity real-time visual effects, procedural systems, and simulation-driven content for AAA immersive experiences using Unreal Engine 5, Niagara, and Houdini.
 - Develop scalable Houdini-to-Unreal workflows, enabling efficient creation, iteration, and integration of complex visual effects across production.
 - Translate creative direction into performant in-engine solutions while balancing visual quality, technical requirements, and platform constraints.
 - Collaborate closely with artists, designers, engineers, and producers to define effect behaviors, prototype new approaches, and solve production challenges throughout development.
 - Optimize and troubleshoot visual effects systems, materials, and simulations to maintain performance targets without compromising artistic intent.
 - Contribute to workflow improvements, technical investigations, and cross-disciplinary problem solving in support of large-scale interactive productions.
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Real-Time VFX Artist

October 2022–April 2024

Industrial Light and Magic,
Singapore

- Designed and implemented real-time visual effects for AAA immersive experiences using Unreal Engine and Niagara.
- Owned the development of gameplay, environmental, and cinematic effects from initial concept through final in-engine implementation.
- Collaborated with artists, designers, and engineers to translate creative goals into performant visual solutions while meeting technical and production requirements.
- Developed materials, particle systems, and effect behaviors that supported both visual storytelling and interactive experiences.
- Optimized Niagara systems and visual effects content to maintain performance targets across supported platforms.
- Contributed to effect prototyping, troubleshooting, and iterative development throughout the production lifecycle.

Junior VFX Artist

Feb 2022–Oct 2022

Industrial Light and Magic,
San Francisco, CA

- Created real-time visual effects for immersive interactive experiences using Unreal Engine and Niagara.
- Developed gameplay and environmental effects, contributing to visual storytelling, player feedback, and overall experience quality.
- Worked across disciplines to implement, iterate, and optimize visual effects while balancing artistic goals with technical constraints.
- Participated in effect prototyping, debugging, and optimization efforts throughout the development cycle.
- Gained hands-on experience within a AAA production pipeline, contributing to shipped projects and collaborative team workflows.

3D Artist

Oct 2021-Feb 2022

The Cinema Floor,
Los Angeles, CA

Tab Time (NAACP Image Award Winner)

- Supported animation and post-production pipelines through 3D camera tracking, character animation, facial animation development, and visual effects compositing.
- Reconstructed camera motion and scene data in Nuke to enable accurate integration of CG assets and visual effects.
- Created character animation and supporting assets in Maya while collaborating with artists and supervisors to achieve creative goals.
- Developed facial animation elements and contributed to shot finaling through iterative review and refinement.
- Worked across multiple stages of production, gaining experience in animation, compositing, and technical problem solving within a collaborative studio environment.

Awards & Recognition:

- Emmy Award Winner — Outstanding Innovation in Emerging Media (2024) **What If...? – An Immersive Story**
- PGA Innovation Award Nominee (2025) **What If...? – An Immersive Story**
- VES Award Nominee — Outstanding Real-Time Project (2025) **What If...? – An Immersive Story**
- Apple App Store Award — Best Vision Pro App (2024) **What If...? – An Immersive Story**

Education:

Bachelor of Fine Arts (BFA), 3D Animation & Visual Effects
New York Film Academy (NYFA)
Los Angeles, CA