

Zed Poirier

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SUMMARY

Senior VFX Artist and **Technical Art Specialist** with deep experience in real-time visual effects, shader systems, and performant cross-platform rendering. Proven track record delivering gameplay-driven VFX across VR, PC, and mobile. Experienced mentor and educator with a passion for pushing the boundaries of real-time rendering while keeping visual systems production-ready and performance-conscious.

- Gameplay-Focused VFX
- Shader Wizardry
- Baked Simulation Pipelines
- VR & Mobile Performance
- Mentorship & Teaching
- Fluent in English & French

SKILLS

Languages & Engines:	Unity, UE5, Godot, HLSL, GLSL, C++, C#, Python
VFX & Shader Tools:	Shader Graph, VFX Graph, Niagara, Material Editor, Bakery
DCC & Simulations:	Blender, Maya, 3DS MAX, Houdini, Substance Suite, Adobe Suite
Production:	Jira, Google Suite, OBS, Trello, GitHub, SVN, Google Drive

EXPERIENCE

VFX Artist – February 2026 – Present

Rust Ltd. – Remote Contract

- Crafted several VFX in a muted-realism style using Blender simulations, procedural texture creation with Material Maker, and cmd-line tools for an highly anticipated VR sequel, **H3VR2**.
- Minimised rendering cost through single-card overdraw reduction and baking bloom directly into textures, reducing post-processing overhead while maintaining visual quality.

Technical Artist – June 2024 – January 2026

Cloudhead Games – Remote Contract

- Authored real-time shaders and gameplay-driven VFX for immersive VR, improving player feedback, combat readability, and visual impact across highly interactive systems. Adapted VFX workflows to evolving production constraints within a major VR studio pipeline.
- Coordinated with engineering to align VFX execution across game states including dissolve shaders, material swaps, and timed particle sequences tied to enemy respawn logic.

Technical Artist – July 2021 – July 2024

Boss Music Games – Remote Contract

- Designed and implemented stylized gameplay VFX to strengthen combat readability, impact timing, and player responsiveness while maintaining performance budgets on Quest hardware.
- Partnered closely with design and art stakeholders to solve visual clarity challenges, delivering budget-conscious solutions without compromising style or runtime performance.

...and more upon request

EDUCATION

- **CS50x Certificate, 2020**, Harvard University, Cambridge, MA
- **Game Design Diploma, 2020**, Conestoga College, Kitchener, ON