

Zed Poirier

Senior Technical Artist & Real-Time VFX Specialist

<http://zedpoirier.com>

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Kitchener, Ontario, Canada

Deep experience in shader systems, VFX design, and performant cross-platform rendering with a proven track record of delivering scalable gameplay-driven solutions across PC, VR, and mobile. Leadership and educator mindset with a passion for pushing the boundaries of real-time rendering while keeping core systems visually stunning, production-ready, and performance-conscious.

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

Languages & Engines:	Unity, UE5, Godot, HLSL, GLSL, C++, C#, Python, Lua, HTML, CSS
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, Git, SVN, Google Drive
Education:	Game Design Diploma, (Conestoga College), CS50x Certificate (Harvard)

VFX Artist – February 2026 – Present – Team Size: 20

Rust Ltd. – Remote Contract

- Delivered **16 gameplay VFX** to date for H3VR2, the sequel to *Hot Dogs, Horseshoes & Hand Grenades*, from muzzle flashes and fire to cryo and volt grenades, built in a muted-realism style by leveraging tools such as Blender simulations, Material Maker, and command line workflows.
- Replaced post-process bloom with a baked texture workflow, removing a full-screen pass while preserving the art lead's desires. Validated with the technical lead against **90 FPS** VR targets.

Technical VFX Artist – June 2024 – January 2026 – Team Size: 70

Cloudhead Games – Remote Contract

- Built a normal-map packing tool and matching shader unpacker that combines detail and regular normals into one 4-channel texture, part of the process of optimizing the main character shader from **12 to 6 texture samples** alongside the tech art lead.
- Authored **40+ shaders and VFX** across various gameplay systems for unreleased VR projects, including sci-fi climbing pitons, a hacking HUD, dissolving warp shaders, a physics-based tornado, a Tesla coil attack, and material-aware debris, iterating weekly with directors on visual clarity.

Technical Artist – July 2021 – July 2024 – Team Size: 10

Boss Music Games – Remote Contract

- Built **40+ stylized VFX** for *God of Riffs*, a heavy-metal rhythm game, on standalone Quest hardware at **72 FPS** target, including skeleton crumble death effects and 3D hit-quality text.
- Developed a procedural, audio-reactive sky system used across all **7-8 levels**, and a custom shader and spline workflow for placing our giant snake boss enemy around level geometry.

Professor (Contract) – September 2022 – June 2024

Conestoga College – Kitchener, ON

- Developed **6 courses** from scratch, including *VFX & Simulations*, *Game Engine Lab*, and *Surfacing*, and taught 100+ students, several of whom went on to form their own studio.