

Danielle Aichler

VFX ARTIST

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I am passionate about FX and have a wide range of skills. I am experienced and inquisitive, I learn and adapt very fast to new environments and tools. I enjoy learning new skills and discovering new methods and I am eager to learn from anyone. I Worked in games development for consoles (both current and next gen), PC titles and mobile games.

WORK EXPERIENCE

Senior VFX Artist - Fuzzybot

Oct 2022 - Sept 2025

Lynked: Banner of the Spark - Working in unreal 4. Created all the VFX in the game and helped set the direction and look for VFX development.

Lead VFX Artist - Blackbird Interactive

March 2017 - Sept 2022

Minecraft Legends - Lead VFX artist on the team. Designed and helped build a new VFX system for bedrock engine from scratch for a client server game with hundreds of units that shipped on multiple platforms.

Senior VFX Artist - Capcom Vancouver

Oct 2016 - Feb 2017

Puzzle Fighter - Created characters, Environment and UI effects in Unity, Wrote new shaders and drove the creation of new tools to allow for mobile optimization. Was in charge of setting the effects style and visual language.

VFX Artist contract - Kabam Vancouver

Contract: July 2016 - Oct 2016

Transformers Forged to Fight - Created all the mods effects and most of the base effects. Created the teleport effect for the bots and placements effects for the mods in the base.

VFX Artist - United Front Games

July 2015 - July 2016

Infinity 3.0 Marvel Battlegrounds Playset

Created geometry based effects that were enhanced by particle systems for new character moves. Created all stage traps effects and ambient effects.

UI Artist - United Front Games

July 2013 - July 2015

Tomb Raider: Definitive Edition /

Sleeping dogs : Definitive Edition - was part of the team that converted the game to the Xbox one and PS4. Adapted the UI to work on 1080p and added all UI graphical interfaces.

WORK EXPERIENCE

UI Artist - Relic Entertainment

Contract : Aug 2012 - May 2013

Company of Heroes 2 - Created Icons, mini maps and all 3D assets in the UI interface (Medals/user icons and 3D animations for the UI interface) .

UI Artist - United Front Games

Contract: Jan 2012 - June 2012

Sleeping Dogs - Created UI Interfaces for the minigames, The world maps and general UI work where needed.

Website designer and AS programmer

Jan 2008 - Jan 2012

Freelance/Graphic Designer/Programmer. Designed, developed and implemented websites and e-learning software.

EDUCATION

Think Tank Training Centre

2010 - 2011

Environment art mentorship program.

Pacific Audio Visual Institute

2008 - 2009

3D Animation and game design.

The University of Manchester

2002 - 2004

B.A, Business Administration & Market Research.

SKILLS

- Unity Particle Systems
- Autodesk Maya
- Houdini
- Adobe AfterEffects
- Adobe Animate
- Unreal Particle Systems
- Substance Desginer
- Zbrush
- Adobe Photoshop
- EmberGen

LANGUAGES

- English
- Hebrew

REFERENCES

Available on request