

Johnny P. van Zelm

16725 NE 5th PL
Bellevue WA 98008
425-449-1174

Game Industry FX Artist

10 years experience creating art for top tier games

Utilizes strong artistic skills to quickly convey ideas and take them to fruition

Fluent in 3DS Max, Maya, Photoshop, ZBrush, Unreal, Realflow, and FumeFX

Sony Online Entertainment Nov 2008 – Current

Senior Effects Artist

Responsible for the creation and implementation of particle effects using Unreal3D.

Created custom shaders for particle effects using Unreal Materials and texturing.

- The Agency

High Moon Studios March 2007 – Nov 2008

Effects Artist

Responsible for the creation and implementation of particle effects using Unreal3D.

Created custom shaders for particle effects using Unreal Materials and texturing.

- Transformers Battle for Cybertron
- The Bourne Conspiracy

Treyarch July 2000 – March 2007

Effects Artist

Responsible for the creation and implementation of particle effects utilizing in house proprietary software.

Created custom shaders for particle effects using shaderworks and texturing.

- James Bond Quantum Solace
- Call of Duty 3
- Ultimate Spiderman

2D/3D Artist

Responsible for modeling and texturing environments, props, weapons and vehicles.

- Spiderman 2
- NHL2k3
- NHL2K2
- Triple Play Baseball