

CONTACT

Email

danielrojas.1429@gmail.com

Phone

(+56) 951 072 096

Portfolio

[danielrojas.xyz](#)

Reel

[View Reel →](#)

SKILLS

VFX

- Niagara (UE5)
- GPU Particles
- EmberGen

Shaders

- Material Graph
- Post-Process
- Stylized FX

Optimization

- GPU Profiling
- LOD Systems
- Multi-platform

DCC

- Maya
- Houdini
- Substance Suite

Pipeline

- UE5
- Perforce / Git
- Blueprint

EDUCATION

Digital Animation Degree

DUOC UC, Santiago

2015

Certifications

- Houdini VFX | Vertex School
- Lighting for Games | Vertex School

DANIEL ROJAS

VFX & Technical Artist

4+ years in UE5 | 8+ years across games & DCC tools. Specialized in Niagara systems, shader architecture and multi-platform optimization. Shipped VFX for Fortnite Creative and Tormented Souls 2. Currently directing pipeline and mentoring VFX artists.

EXPERIENCE

Time Hunters Senior VFX Artist 2026 – Present

- Directing Niagara VFX pipeline and mentoring artists on an anime/manga IP game.
- Setting optimization standards and reviewing assets for the full VFX team.

PunkRobot Studio Lighting Artist + VFX Sep 2025 – Feb 2026

- Lighting & VFX for “Brave Cat” feature film at Oscar-winning studio PunkRobot.

Dual Effect Technical Artist — VFX, Shaders & Opt. 2024 – 2025

- Lead Tech Artist on Tormented Souls 2 (UE5): rebuilt VFX & shader pipeline from scratch.
- Niagara effects + HLSL shaders for stylized horror; hit multi-platform perf. targets on tight deadlines.

Nimble Giant VFX · Lighting · TechArt 2022 – 2024

- Shipped Niagara VFX for Fortnite Creative/UEFN (Village Example 8374-6783-8370, EpicLabs).
- High-perf. particles for unannounced AAA extraction shooter (200+ team, 12 technical).

Duoc UC 3D, Lighting & Rendering Instructor 2020 – 2022

- Led 3D, VFX and rendering courses for 4 years; designed industry-aligned curriculum.

Behaviour Interactive QA Production Support 2015

- Production support for Fallout Shelter — mobile pipeline and QA workflows.

SIDE PROJECTS

Hikari — UE5 lighting & VFX utility plugin published on Flipped Normals. [View →](#)

PixelFX Designer — 2D Niagara-inspired browser VFX creator (WIP). [takipixel.art →](#)