

Principal VFX Artist – Selected Project Breakdowns

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Azra Games – Unreleased RPG | Unity + EmberGen | 2024-Current

Role: Principal VFX Ownership: Character & Environmental FX

Challenge: Build hero-quality FX for unreleased RPG under tight iteration cycles.

Solution: Designed EmberGen → Unity flipbook pipeline. Authored complex node-based VFX shaders for dynamic reactions. Implemented Vertex Animated Textures for performance on mobile target.

Impact: Delivered character and env FX suites under high-pressure deadlines. Established shader library now used across multiple characters.

Spellslingers – Niantic Labs | Unity + Shader Forge | 2018-2023

Role: Senior FX, Pipeline Ownership

Challenge: Create all VFX for mobile card game; prototype mixed reality FX during Seismic → Niantic transition.

Solution: Built entire FX suite in Unity. Wrote complex shaders in Shader Forge. Developed MR prototypes for experimental gameplay.

Impact: Shipped full game. Maintained visual quality through studio acquisition and engine updates.

Blade Runner: Revelations – Seismic Games | Unity VR | 2017-2018

Role: Lead Effect Artist

Challenge: Define VR performance-friendly FX pipeline for mobile headset.

Solution: Led FX direction. Created After Effects video billboards/displays. Set hard budgets for overdraw and particle count.

Impact: Met 72fps VR target on mobile. Defined FX standards adopted by team.

ArchAngle – Skydance Interactive | Unreal Engine VR | 2016-2017

Role: Senior Effect Artist – Sole FX Owner

Challenge: Deliver all VFX for full VR game in Unreal.

Solution: Owned concept, implementation, and optimization for every effect. Built Niagara systems for weapons, magic, destruction.

Impact: Shipped complete FX package. Established UE4 VR best practices for studio.

Mortal Kombat 9 / Spec Ops: The Line | Unreal Engine | 2007-2012

Role: Lead/Tech Director, FX

Challenge: Schedule and direct all effect shots across multiple AAA titles; transition teams to new-gen Unreal.

Solution: Set tech direction for FX. Scheduled effects task lists for team. Helped develop in-house tools with programmers adopted studio-wide.

Impact: Shipped multiple titles on time. Tools reduced iteration time for 8+ artists. Mentored juniors promoted to senior.

Full reel and shot-by-shot breakdowns: kawaart.com | References available upon request