**Todd Yarbrough**

**www.yarbrough.org**

Taylorsville, UT | 541-227-6656 | todd@yarbrough.org

**Senior Visual Effects Artist**

**Effects Lead | Art Direction**

Highly creative Senior Effects Artist with 10+ years of experience designing special effects and particle systems for AAA games on behalf of industry leaders including Disney and ZeniMax Online. Expertise in the creation of realistic, exciting special effects, utilizing particles and/or animated textures. Works in collaborative teams and as a leader, with a background in creating effects on 8 shipped titles, and as animator and character designer on 2 titles. Extremely technical, with expertise in low-to-mid-poly modeling, accustomed to performing in deadline-driven, fast paced environments while pushing creative limits to deliver projects that surpass all anticipations. Strong team leadership skills, able to work with individuals from diverse backgrounds in remote environments.

3D Studio Max | Adobe PhotoShop | 360 Integrated Packages

Fork Particle System |Unity |Unreal| Jira | Confluence | PerForce | Maya

**Professional Experience**

**Symbiotic Entertainment | 2016-2017**

**Lead Effects Artist**

Built effects for mobile game using Unity

* Created effects using particles, animated geometry, and custom shaders
* Designed procedures for VFX development, including shaders (using Shader Forge)

**ReactGames | Salt Lake City, UT | 2016-present**

**Lead Effects Artist**

Scheduled and designed effects for in-progress PC and mobile title using Unity.

* Created effects using particles, animated geometry, and custom shaders
* Built high-quality effects for a low engineering budget
* Mentored art team

**Disney Interactive/Avalanche | Salt Lake City, UT | 2014-2016**

**Senior Effects Artist**

Created special effects and animated effect sequences for Disney Infinity, working closely with the Art Director and Design team to create amazing in-game visual effects.

* Utilized shaders, materials, animated geometry, particles, and animated sequences for the creation of multi-platform efficient effects, ensuring strong quality while delivering on time.
* Worked both independently and collaboratively to created interactive events, player abilities, environmental effects, and in-world events.

**ZeniMax Online | Cockeysville, MD | 2009 - 2014**

**Senior Effects Artist / Lead Effects Artist**

Created special effects for AAA MMORPG Elder Scrolls Online, responsible for building special effects using a combination of particle systems, animated geometry, shaders, and other custom in-game systems.

* Built and led a team of 6 effects artists, managing training and scheduling to achieve consistent, on time results that exceeded expectations.
* Created interactive events, player abilities, environmental effects, and in-world events that matched the game branding and design elements.
* Created innovative next-gen particle and effect system, including in-editor effects, collaborating with graphic artists.

**Zipper Interactive (SCEA) | Redmond, WA | 2007 - 2009**

**Senior Artist, Effects Lead**

Created and implemented realistic effects for MAG, demonstrating a keen eye for color, forms and motion and passion for games.

* Responsible for developing interactive events, such as explosions, for in-game events, and leveraged knowledge of characters, combat, weapons, vehicles and environments to create continuity with other elements, giving players astonishing visual moments.

**SCEA Bend | Bend, OR | 2004 - 2007**

**Senior Artist, Effects Lead**

Provided leadership and expertise in creating and implementing realistic effects for Syphon Filter: Dark Mirror (PSP), Syphon Filter: Logan’s Shadow (PSP), and Syphon Filter: Combat Ops (PSP) with minimal system impact.

* Supervised three employees in the creation of in-game cinematic events, mentoring and managing individuals, while ensuring timely delivery of projects.
* Deliverables included interactive events, such as explosions, for in-game events, and required the ability to solve technical issues with an analytical and creative approach.
* Consulted on particle system toolchain, working with other teams to troubleshoot issues through development.