



JONATHAN KAISER

VFX ARTIST

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BASED IN Montreal, QC

LANGUAGE German, English, French

INTERESTS Games, Camping, Rock Music, Fitness

MAIN TOOLS Houdini, Unreal Engine, Photoshop, Nuke, Maya

SPECIALTY Hero VFX, Shaders, Fluid Simulations

PROFESSIONAL EXPERIENCE

Jan. 2024 - now **SENIOR VFX ARTIST at Ubisoft Montreal** for PC, Console, and Mobile supported media

- **Project Scout** - Hero VFX, Environment VFX, Gameplay VFX, Cutscene VFX; Particle Simulation, Shader VFX, Real Time Fluids, Optimization, LookDev

Jun. 2022 - Jan. 2024 **FX ARTIST at Scanline VFX** in Germany and Montreal, driving development on all sorts of FX

- **The Flash** - Speed Force Lightning, Smoke, Slow Motion FX
- **Aquaman and the Lost Kingdom** - Jetpack, Destruction VFX
- **Avatar: The Last Airbender** - Snow, Chimney & shipwreck smoke
- **NYAD** - Ocean Surface, Whitewater, Fluid FX, Rain & Splashes

Oct. 2020 - May 2022 **GetPioneers GmbH** in Germany as 3D Artist and Development Lead for web-based 3D applications and advertisements

Jun. 2019 - May 2022 **Freelance FX Artist** realization of specific VFX shots for advertisements

EDUCATION

Sep. 2018 - Aug. 2020 **BA VFX & Animation** at Middlesex University