

FEDOR NOVIKOV

SENIOR VFX ARTIST / TECHNICAL ARTIST

CONTACT:

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Location: Vancouver, WA, United States

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SUMMARY:

Lead VFX/Technical Artist with 17+ years creating cutting-edge effects for AAA games and film. Expert in Houdini and Unreal Engine, building automated VFX solutions that save hundreds of production hours. Shipped Call of Duty: Warzone, Halo Infinite, and Mortal Shell while developing complex systems from procedural tools to game mechanics.

TECHNICAL SKILLS:

- Houdini (VEX, Procedural generation, Simulations)
- Unreal Engine (Niagara, Shaders, Blueprints)
- Programming Languages: Python, VEX, HScript, HLSL, GLSL, C++
- Game Engines: Unreal Engine, Unity, Slipspace, IW8
- Linux System Administration (LFCS Certified), Git, Perforce, Jira, Confluence
- Specializations: Realtime VFX, Post production VFX, Procedural Systems, Workflow Automation

SHIPPED GAME TITLES:

- Call of Duty: Warzone
- Halo Infinite
- Mortal Shell II
- Mortal Shell

PROFESSIONAL EXPERIENCE:

Lead Realtime VFX Artist at "Cold Symmetry" (May 2022 - Present)

- Built entire VFX department from zero as sole VFX artist across two major projects over three years
- Created hundreds of environment, character, and weapon VFX
- Developed comprehensive game systems including advanced blood splatter/decal impact system, complex uber-shader fog system, surface displacement system for snow/mud interaction, water interaction system, and enhanced breakables system built on top of Unreal's Chaos physics with optimizations

Realtime VFX Artist at "Raven Software (Activision)" (May 2021 - May 2022)

- Developed Houdini-based environment population system automating thousands of VFX entity placements across Warzone maps, saving hundreds of production hours. System later adopted by Infinity Ward studio
- Created VFX for Call of Duty: Warzone. Seasonal content support

Realtime VFX Artist at "343 Industries (Microsoft)" (March 2020 - May 2021)

- Developed procedural waterfall system using Houdini to generate waterfall meshes from level geometry, complete with VFX set, providing level designers full solution for waterfalls
- As part of large team, created environment VFX for Halo Infinite with focus on performance optimization

Realtime VFX Artist at "Cold Symmetry" (January 2020 - August 2020)

- Created game FX for Mortal Shell in Unreal Engine and Houdini

VFX Artist at "Ingenuity Studios" (March 2019 - February 2020)

- Created post production realistic and directable visual effects in Houdini, Vray, and Mantra for TV shows and music videos
- Specialized in complex fluid simulations, RBD destruction sequences, and advanced particle systems for major productions including The Walking Dead, Euphoria, and music videos for Travis Scott and Camila Cabello

VFX Artist at "Plarium" (September 2016 - January 2019)

- Led complete pipeline migration from 3ds Max/Vray to Houdini/Arnold
- Developed custom toolkit enabling delivery of two major cinematics for mobile titles
- Responsible for multiple cinematic shots including animation, lighting, rendering, compositing
- Implemented Houdini Engine assets in Unity for procedural level generation, reducing level production time by 50%
- Transferred to US office in Michigan in 2018 after obtaining green card

VFX Artist at "Wireframe Studio" (May 2014 - July 2016)

- Worked on TV commercials including modeling, animation, lighting, rendering, and compositing
- Produced extremely high-resolution content for projection mapping on buildings

VFX Artist at "CinemaGrad" (January 2011 - May 2014)

- Worked on TV commercials
- Modeling, animation, lighting, rendering, compositing, and motion design

CG Artist at "SCG Renderfarm" (October 2007 - November 2010)

- Created 3D architectural visualization, technical animation, and scripting
- Received "Best Animation" award at Russian Architectural Rendering AWARD 2008 for "Monteville" video

EDUCATION:

- Linux Foundation Certified System Administrator (LFCS) | 2025
- Obninsk State Technical University of Nuclear Power Engineering | 2002 - 2007
Degree: Quality Control and Advanced Non-Destructive Testing Methods at Nuclear Power Plant
- Realtime SCHOOL Houdini Base | 2008
Certification by Stanislav Glazov

ADDITIONAL INFORMATION:

- US Citizen
- Open to relocation
- Available for full-time (onsite, remote) or contract