

NEAL WOJAHN

VFX & 3D ARTIST

Professional Experience

WEBSITE

www.NealWojahn.com

EMAIL

NealWojahn@gmail.com

LINKEDIN

[linkedin.com/in/NealWojahn](https://www.linkedin.com/in/NealWojahn)

ARTSTATION

[Artstation.com/NealWojahn](https://www.artstation.com/NealWojahn)

SKILLS

VFX

MODELING

TEXTURING

PAINTING

ANIMATION

SOFTWARE

MAYA

3DS MAX

3DCOAT

ZBRUSH

TOPOGUN

PHOTOSHOP

PREMIERE

SUBSTANCE

UNITY

ACADEMICS

Laguna College of
Art and Design

VFX & 3D Instructor

Bachelor of Fine Arts
in Game Art

RIOT GAMES - SANTA MONICA, CA 2018 - 2020

JUNE 2018
- 2020

VFX ARTIST - LEAGUE OF LEGENDS

- Designed and created Gameplay Visualization for new and reworked champions such as Ezreal, Mordekaiser, Senna and Volibear.
- Supported the design team in developing unannounced features.

BLIZZARD ENTERTAINMENT - IRVINE, CA 2006 - 2018

JULY 2017
- 2018

VFX ARTIST - DIABLO 4

- Supported Prototyping Efforts with assets, VFX, LookDev and Pipeline Development

SEPT. 2016
- JULY 2017

VFX ARTIST - DIABLO III: RISE OF THE NECROMANCER

- Designed, built, and implemented a large portion of the classes abilities such as: Bone Armor, Grim Scythe, Leech, Command Skellingtons, Blood Rush, & Decrepify.
- Within this DLC created VFX for the monsters and the Necromancer's legendary items.

MAY 2016
- JULY 2016

VFX ARTIST - HEROES OF THE STORM - MACHINES OF WAR

- Modeled and created VFX for the maps environmental destruction.
- Created combat VFX and models for the maps enemy NPCs.

MARCH 2016
- MAY 2016

VFX ARTIST - OVERWATCH

- Developed hero abilities and environment effects.
- Contributed to the visual development of universal elements like water, fire, and lightning.
- Recreated many of the existing VFX to match team color Variants.

MARCH 2014
- SEPT. 2016

3D GENERALIST - DIABLO III- POST LAUNCH PATCHS

- Served the Diablo team as the sole Tech & VFX Artist.
- Responsible for all of the games UI, monster, and enviroment VFX.
- Helped with efforts to launch the game in China
- Modeled, textured, rigged, and made VFX for cosmetic items in the free to play Chinese store as well as seasonal content outside of Asia.
- Made all of the monster and enviromental VFX for post launch zones

FEBRUARY 2012
- MARCH 2014

PROPS & VFX ARTIST - DIABLO III: REAPER OF SOULS

- Continued to create props from concept to implementation.
- Oversaw the mentorship of new artists and interns.
- Created VFX for nearly every interactive object in the expansion.
- Responsible for the polish and implementation of every interactive
- Took point on designing the game-play for many of the traps and hazards.

FEBRUARY 2009
- FEBRUARY 2012

PROPS & INTERACTIVES ARTIST - DIABLO III

- From cradle to grave, would concept, model, texture, rig, animate, implement and create VFX for enviromental assets.
- As a versatile generalist, my role would shift from focusing on any number of these skills depending on the needs of the project.