

Marcus Koroxenos

TECHNICAL VFX ARTIST

📍 Stockholm, Sweden
☎ +46 76 578 64 28
✉ mkoroxenos@gmail.com
🌐 [Portfolio \(ArtStation\)](#)
🔗 [LinkedIn](#)

■ PROFILE

Procedural Art student at The Game Assembly, focused on real-time VFX with experience in node-based, procedural workflows. Experienced in both modern engines and a custom DX11 engine.

■ EDUCATION

Procedural Art

Aug 2025 – Present

The Game Assembly, Stockholm

COURSEWORK

- **Real-time VFX:** creating effects in Niagara, VFX Graph and TGA's custom engine particle system, including authoring the textures, shaders and meshes they use.
- **Houdini:** procedural workflows for VFX, including simulations, VAT authoring and HDA creation.
- **Node-based authoring:** simulation and texture creation in EmberGen, Substance Designer and Illugen.
- **Shader development:** in Unreal's Material Graph, Unity Shader Graph and HLSL.
- **Pipeline scripting (Python):** developing tools for artist workflows, such as a VAT exporter, a six-way lightmap baker for Blender and batch animation exporter for TGA's custom engine.
- **3D art pipeline:** modelling, texturing, rigging and animation.

Also covered: gameplay scripting basics and procedural animation using Blueprints in UE5.

TGA GAME PROJECTS

7 games shipped in interdisciplinary teams of ~15, built in a custom DX11 engine. Contributed mainly in Technical Art, VFX, pipeline, rigging and animation roles.

■ PERSONAL GAME PROJECTS

FPS game • s&box (Source 2)

Mar 2026 – Apr 2026

Shipped a FPS game in a small team of 3, built in a heavily modified fork of the Source 2 engine. Contributed mainly in gameplay scripting in C#, animation integration, VFX, shader development, network programming, post-processing and optimization.

■ TOOLKIT

🛠 Engines

Unreal Engine Unity
Custom TGA DX11 Engine
Modified Source 2 Engine

💥 Particle systems

Niagara VFX Graph
TGA custom engine

📦 Procedural & DCC

Houdini EmberGen
Substance Designer Illugen
Blender

🗨 Rendering & shaders

Unreal Material Editor
Unity Shader Graph HLSL

<> Programming

C# Python HLSL

🎨 Art production

VFX textures VFX meshes
Rigging Animation

🔗 Version control & production

Perforce (P4V) GitHub
YouTrack Jira