

Ali Ahmadi

Senior VFX Artist | Former VFX Lead

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PROFILE

Senior VFX Artist and former VFX Lead combining AAA real-time production with directing experience across commercials, short animations, films and interactive storytelling. Built and led a six-person VFX team; own complex effects from visual direction through implementation. Bring cinematic composition, visual storytelling and hands-on technical craft to cross-discipline collaboration, artist mentoring and workflow development.

PROFESSIONAL EXPERIENCE

Cloud Imperium Games | Senior VFX Artist | 2022-Present

Star Citizen | Manchester, UK

- Owned visual direction and full real-time implementation of Jump Point traversal VFX, shaping scale, anticipation and spatial immersion for a signature AAA gameplay feature.
- Mentored 3-5 VFX artists and introduced artist-friendly pipelines and workflows adopted across the team.
- Rebuilt the VFX library structure to improve clarity, reuse and iteration; partnered with Engine and Tech Art teams to refine Star Engine workflows and tools.

Razor Edge Games | VFX Lead | 2017-2023

- Built and led a six-person VFX team, establishing workflows and cross-discipline pipelines from scratch.
- Directed VFX quality and delivery across projects, collaborating with design and engineering; improved real-time FX authoring and performance to support 60 FPS targets.
- Previously a 3D Artist (2015-2017), working across 3D production, animation and VFX. Directed the cinematic trailer showcased at Arizona Comic-Con in 2016, preceding promotion to VFX Lead in 2017.

Earlier Career | Freelance VFX and Film / TV Production

- Directed commercials, short animations and films during freelance and earlier film-industry work; delivered VFX, compositing, animation and look development.
- Produced and directed an interactive AR children's book, Koodakaneh (2016-2017). Earlier roles included VFX Supervisor at Parnian Film and motion graphics for television.

CORE STRENGTHS

Leadership and direction: Team building, mentoring, cinematic direction, visual storytelling, look development, feature ownership, workflow and pipeline development.

Real-time craft: Cinematic and gameplay VFX, atmospheric effects, particle systems, shader development, optimization and profiling, cross-discipline collaboration.

TOOLS

Unreal Engine, Star Engine, Unity | Houdini, EmberGen, Maya, 3ds Max
Nuke, After Effects, Photoshop | Perforce, Jira

EDUCATION

B.A. Computer Animation - Shiraz Art Institute
Character Design for Video Games - California Institute of the Arts (Certificate)

LANGUAGES

Persian (Native) | English (Professional) | Arabic, Turkish, German (Basic)