Gregory Terentiev

Senior VFX Artist | Lead VFX Artist | Unity | Real-time Game VFX

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PROFESSIONAL SUMMARY

Senior / Lead VFX Artist with 13+ years in game development, including Cubic Games, Larian Studios, Owlcat Games, and Vizor Games. Specialized in Unity real-time VFX, weapons, characters, environments, custom shaders, and mobile optimization. Experienced in end-to-end VFX production, integration, and VFX team leadership. Game credits include Baldur's Gate 3 and Shadow Fight 3.

TECHNICAL SKILLS

Game VFX: Unity 3D, Real-time VFX, Particle Systems, Combat VFX, Weapon VFX, Character VFX, Environment VFX, UI VFX

Tools: Custom Shaders, Shader Development, Houdini, Maya, Substance Designer, Photoshop, VFX Modeling and Animation

Production: VFX Integration, Optimization, iOS / Android, Performance Profiling, Documentation, Game Design Collaboration, Team Leadership

WORK EXPERIENCE

Cubic Games ($GDEV) | Senior VFX Artist
May 2025 - Nov 2026 (planned end date)
- Owned the full VFX production cycle for weapons, character skins, environments, and UI.
- Integrated all created effects into the game and maintained VFX documentation.
- Collaborated closely with game designers and artists to align visual effects with gameplay and art direction.

Owlcat Games | Lead VFX Artist
Aug 2024 - Dec 2024 | Armenia
- Created visual effects for weapons and environments.
- Audited existing VFX performance and developed an optimization plan to improve FPS in demanding scenes.

Vizor Games | Senior VFX Artist
Sep 2022 - Jan 2024 | Georgia
- Produced complete VFX sets for five characters in an unannounced game, covering basic attacks through ultimate abilities.
- Built a library of custom Unity shaders, including dissolve and energy-shield effects, adopted as a team standard.
- Led a team of three VFX artists, helping them develop particle-system and shader skills.
- Optimized VFX for iOS and Android, achieving stable 60 FPS on target devices.

VectorGames | Lead VFX Artist
Jun 2021 - Jul 2022 | Moscow, Russia
- Created combat VFX for the protagonist and enemies, collaborating closely with game designers to align effects with gameplay mechanics.

Larian Studios | Senior VFX Artist
Jun 2020 - Jun 2021
- Created spell and ability VFX for Baldur's Gate 3 in close collaboration with game designers to support gameplay mechanics.
- Developed complex, optimized environmental VFX, including weather, magical anomalies, and interactive level objects.
- Explored Houdini procedural simulations for fire, smoke, and fluids, and their integration into the proprietary engine.

Nekki | Lead FX Artist
2017 - Jun 2019
- Created the complete set of character VFX for Shadow Fight 3.
- Developed a library of custom Unity shaders to enable distinctive visual effects.
- Optimized VFX for mobile platforms, including iOS and Android.

Freelance | VFX Artist
2016 - 2017

Mail.Ru Group | Game VFX Artist
2012 - 2016
- Created environmental effects and hero ability VFX.