

DEVIN ROBAINA

SENIOR VISUAL EFFECTS ARTIST

Visual Effects Society Washington Chapter

CONTACT DETAILS

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DCC & SOFTWARE

Game Engines:

- Bungie Proprietary engine
 - Node based shaders/particles
- Unity 5 - Unity 6
 - Shader Graph
 - Shuriken & VFX Graph
 - HLSL
 - C#
- Unreal Engine 4-5
 - Shader Graph
 - Cascade & Niagara
 - C++ (UScript)

Creative Software:

- Autodesk Maya and 3DS Max
- Substance Suite
- Adobe Suite

Source Control:

- Perforce
- GitHub

Additional Software:

- Shotgun/Shotgrid/Flow
- Jira
- TFS/Azure DevOps
- Microsoft Teams/Outlook
- Microsoft Office
- Google Suite
- RenderDoc
- Miro
- Trello

CAREER SUMMARY

Bungie Inc. | *February 2021 – July 2026*

Destiny 2 | *May 2021 – June 2026*

- Owned and built ambient VFX tools, workflows, documentation, creation, and placement for nearly 20 releases.
- Managed a team of up to 3 VFX artists on ambient VFX content for nearly 10 releases.
- Owned VFX performance and memory education, documentation, and QA for nearly 15 releases.
- Art Director's go-to artist for spectacle content for 5 major expansions.
- Regarded by VFX lead as fastest member of the team, trusted to work on high profile content and difficult problem spaces unsupervised and always exceed expectations.
- Developed new art styles and languages with little oversight for 6 major expansions.
- Worked directly with leads and stakeholders from Tech Design, World Art, Lighting, Skybox, Design, Audio, and QA daily as their sole VFX point of contact for nearly 15 releases.
- Worked directly with Tech Art and Engineering on development, testing, and dissemination of new tools, features, workflows, and engine improvements for over 20 releases.
- Educated nearly 30 VFX artists on new techniques, tools, workflows, and best practices.
- Requested by VFX leadership to train and mentor 4 employees and contractors.
- Repeatedly reported as working above my position's expectations by manager for 4 years.

Marathon | *Unreleased Content*

- Specifically requested by Marathon VFX department head to be leant to Marathon team to leverage my ambient VFX and spectacle content expertise.

Medium Team Incubation | *Unreleased Project*

- Specifically requested by department heads (World Art, Lighting, etc.) to support them in building out R&D, workflows, and content from VFX for early incubation on a team of ~30 people.

Small Team Incubation | *Unreleased Project*

- Sole VFX artist supporting creation of a new incubation project on a team of ~10 people.

ACADEMIC HISTORY

FULL SAIL UNIVERSITY | *August 2016 - June 2018*

Game Design Bachelor of Science