
Work Experience:

Humea

Tallinna, Estonia (Remote)
Jun, 2026 - Now

Senior Visual Effects Artist (Freelance)

- Deliver visual effects and look-development work for external fintech clients, from concept through final render using Cinema 4D/Redshift and AI tools with Figma integration.
- Create textures, materials, and procedural effects using Adobe Substance Designer and the Adobe package for motion graphic needs based on Figma designs.

Cold River Games

Umeå, Sweden (Remote)
May, 2025 - Jul, 2026

Lead Lighting Artist (Full-time)

- Established and maintained lighting setups, mood, and atmosphere across levels, balancing visual fidelity with real-time performance.
- Built environmental effects - weather, ambient particles, destruction, and atmosphere - to reinforce level mood and readability.

Cold River Games

Tallinn, Estonia (On-site)
Aug, 2022 - Jul, 2026

Lead VFX Artist (Full-time)

- Lead VFX Artist on Crystalfall, an Action RPG, owning the visual effects pipeline from concept through in-engine implementation in Unity URP.
- Designed and implemented ability and skill VFX for players and mobs, partnering closely with game design and the art team.
- Directed bossfight visual design and combat feedback, including mechanics, impact effects, and encounter-specific set pieces.
- Troubleshoot and optimized VFX and shader performance across platforms, resolving bugs and reducing render overhead.
- Concepted and produced MTX visual effects and cosmetic variants for player-facing content.
- Developed custom shaders and material-based effects for skills, surfaces, and textures.

Action RPG, Crystalfall - Live-Service Game.

ShardVFX

Tallinn, Estonia (Remote)
Sep, 2022 - Sep, 2024

Senior VFX Artist (Freelance)

- Introduced Unreal Engine and Unity into the commercial pipeline for real-time previsualization.
- Acted as on-set VFX Consultant, advising directors and DPs on effects feasibility, plate requirements, and shoot-day considerations.

ShardVFX

Tallinn, Estonia (On-site)
Sep, 2020 - Aug, 2022

VFX Artist / Art Director (Full-time)

- Served as Art Director & VFX Artist across Commercials, Music Videos, TV productions, and Live Shows, owning visual direction from concept to delivery.
- Established lighting setups and look-development standards across productions, ensuring visual consistency between shots and projects.
- Designed and built production workflows and pipelines, improving turnaround time and cross-department collaboration.
- Handled compositing and tracking for live-action plates, integrating CG and practical elements.
- Produced motion graphics for broadcast and commercial deliverables.

FrostFX

Tallinn, Estonia (On-site)
Jun, 2019 - May, 2020

VFX Artist (Freelance)

- Work as VFX Artist & 3D Generalist across freelance projects, covering effects, lighting, and asset creation.
- Own lighting and color grading direction to establish mood and visual consistency across shots.
- Produce motion graphics for commercial deliverables, from concept through final render.
- Model 3D assets and environments to support VFX and motion graphics work.

Apollo Cinema Baltics

Tallinn, Estonia (On-site)
Feb, 2019 - May, 2019

Motion Graphic Designer (Internship)

- Design and animate motion graphics for in-cinema advertising and promotional content.
- Produce graphic design assets for marketing and in-theatre display.
- Localize movie posters and advertisements into other languages.

Skills:

Proficient:

Unity, Particle Systems, VFXGraph, Shaders, Maya, Arnold, EmberGen, Substance Designer, Adobe Package, Nuke, Mari, Rayfire, Cinema4D, Octane, Redshift

Familiar:

Houdini, Unreal Engine, Godot, 3DE4, ZBrush, World Creator, Figma

Languages:

English C2, Estonian C2, Swedish B1, German A1

Education:

VIA University College

Viborg, Denmark
Aug, 2021 – Dec, 2021

The Animation Workshop Course

Visual Effects Professional Training Course

Estonian Academy of Arts

Tallinn, Estonia
2015 – 2019

Bachelor of Arts, Media Graphics

Estonian Academy of Arts

Tallinn, Estonia
Dec, 2018 – May, 2019

Bachelor's Course, Blacksmithing & Jewelcrafting