LA KIM PHUNG

TECHNICAL / VFX ARTIST

Unity | Stylized Real-time VFX



PROFILE

Technical/VFX Artist with over 13 years of experience creating stylized real-time VFX in Unity. Skilled in Particle Systems, Shader Graph and Amplify Shader Editor, with experience across casual, MOBA and NFT games.

CORE SKILLS

- Real-time VFX & particle systems
- Shader Graph / Amplify Shader Editor
- UI effects & animation in Unity
- Asset & performance optimisation
- Game production & cinematic pipelines
- VFX team leadership & training
- Collaboration with artists & programmers

AI-ASSISTED WORKFLOWS

- Exploring and evaluating AI-assisted workflows for visual ideation and VFX asset creation, with a focus on their practical limitations in Unity production.
- Using AI tools to assist with shader development, Unity scripting and technical problem-solving.

TOOLS & KNOWLEDGE

Unity, Unreal Engine, After Effects, Photoshop, 3ds Max, Maya, Blender, ZBrush, Houdini, Cinema 4D

Compositing, modelling, rendering, lighting, look development and animation

WORK EXPERIENCE

- 2026
  Freelancer on Upwork
  100% Job Success | Top Rated

- Oct 2023 - 2025
  Technical / VFX Artist | MetaDOS
  Remote, full-time. Created visual effects and optimised game assets and performance.

- 2022 - 2023
  Technical / VFX Lead | Metahaki
  Remote, full-time. Created VFX, optimised assets and performance, and managed the VFX team.

- Jan 2021 - 2022
  Senior Technical Artist | Sparx*
  Built the Unity cinematic pipeline. Provided technical support and training.

- Aug 2018 - 2020
  Technical Artist | Suga Company Limited
  Created visual effects and game trailers; optimised game assets and performance.

- 2018 - 2022
  Lecturer | VTC Academy & dpiCENTER
  Part-time. Taught compositing and motion graphics in After Effects, and look development in Unity.

- Mar 2017 - Jul 2018
  Visual Effects Artist | Horus Entertainment
  Created visual effects and game trailers; optimised game assets and performance.

- Sep 2013 - Feb 2017
  Visual Effects Artist | JOY Entertainment
  Created visual effects and game trailers.

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Upwork profile https://www.upwork.com/freelancers/~01f33a75eaab0ca01f