PARAG PONKSHE

Senior Real-Time VFX Artist Unreal Engine 5 · Niagara · 11 years in game VFX

paragponkshe.com

Amsterdam, Netherlands | parag8386@gmail.com | +31 6 39805660

Dutch highly skilled migrant permit, transferable to a recognized sponsor

LinkedIn | ArtStation | YouTube | 80.lv feature | **PUBG: Black Budget reel available on request (NDA)**

PROFILE

Senior Real-Time VFX Artist at KRAFTON with 11 years of experience in game VFX, currently creating weapon, explosion, environment and post-process effects on PUBG: Black Budget, a realistic UE5 extraction shooter. Builds data-driven, designer-friendly Niagara systems and their materials, backed by 1.5 years of team lead experience at Ubisoft.

Skills & tools: UE5 (Niagara, materials & shaders, Blueprints), Unity, Ubisoft Anvil, EmberGen, Houdini, Blender, 3ds Max, Maya, Photoshop, After Effects, Jira

EXPERIENCE

Senior Real-Time VFX Artist
08/2023 – Present

PUBG EMEA (KRAFTON), Amsterdam *PUBG: Black Budget · Realistic extraction shooter · UE5*

> **Owned: Weapons · Explosives · Creatures · Destruction · Environment · Post-process**

- **Sole VFX artist in the Amsterdam studio:** owned VFX end to end, from look development and integration to optimization, coordinating with the VFX team in Korea.
- **Designer-ready VFX:** built effects that level and game designers can place, tune and reuse on their own, so routine changes never need a VFX request.
- **Data-driven Niagara systems:** shell ejection driven by weapon data (caliber mesh, angle, speed), so new weapons need no extra VFX setup; surface-aware footsteps shared by players and NPCs, scaling with velocity.
- **Performance:** resolved VFX optimization tickets across production for Steam closed alphas (Dec 2025, Jun 2026).
- **Cinematics & partners:** oversaw an external partner on in-game cinematic VFX and helped build an FFT ocean system.
- **Effects:** impacts for many weapons; EMP, wave, frag and incendiary grenades; flamethrower; creature attacks; destructible props; burning barrels; post-process materials for rain, blinding, burning, EMP and extraction.

Associate Lead Real-Time VFX Artist
02/2022 – 08/2023

Ubisoft, Pune *Skull and Bones · Ubisoft Anvil engine*

- **Hands-on lead:** led a team of four while creating VFX hands-on, including the Ghost Ship impacts, trails and destruction. Together we delivered around 100 vanity effects for player and ship skins, including fireworks.
- **Planning:** took part in sprint and milestone planning, and ran retrospectives on what shipped and what slipped.
- **Distributed collaboration:** relayed feedback between the Singapore leads and the Pune team, driving iterations.
- **Mentoring:** trained two artists from offline VFX backgrounds into real-time VFX.

Senior Real-Time VFX Artist
08/2018 – 02/2022

Ubisoft, Pune *Prince of Persia: The Sands of Time Remake (cancelled) · Ubisoft Anvil engine*

- Created combat, environment and in-game cinematic VFX for a AAA action title.

Real-Time VFX Artist
11/2016 – 08/2018

Glu Mobile (EA Games) *Disney Sorcerer's Arena · Live-service mobile titles · Unity* · Hyderabad, India

- Sole VFX artist in the India studio: created combat, gameplay, environment and UI VFX for live-service games, scaled for high- and low-end devices.

Junior Real-Time VFX Artist · Ubisoft, Pune
11/2014 – 11/2016

- **South Park: Phone Destroyer (Unity):** VFX for this mobile card game.
- **Prince of Persia: Time Run (Ubisoft CosmOS engine):** created most of the VFX.
- **Care Bears Belly Match** (Ubisoft CosmOS engine).
- **Just Dance 2017:** video editing and VFX in After Effects.

Lead 3D Artist · Trimitiy Studios Pvt. Ltd., Pune
04/2009 – 10/2014

Led a team of 3D artists on architectural visualization

AWARDS & ACTIVITIES

Star Performer, Ubisoft 2019, 2022

Board of Studies member, Fergusson College 2019 – Present

80.lv feature article "Making Attack VFX with Butterflies"

EDUCATION

Animation & Media Diploma Arena Animation, 2005 – 2008

B.Sc. Electronics, First Class University of Pune, 2003 – 2007