

# PETER ANDREW BUKK

VFX/Technical Artist

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## EMPLOYMENT HISTORY



10/2025 **Creature Game Studio** *Montreal, Canada*

01/2026 **Senior VFX Artist**

Created and managed production level vfx.

12/2022 **Frima Game Studio** *Quebec City, Canada*

04/2024 **Senior Technical & VFX Artist**

Created and managed production vfx for several projects and platforms.  
Addressed technical & production pipeline issues and implemented solutions.

Titles:

- Triangle Strategy (VR Port)
- Risk of Rain 2 (Mobile)
- Matchday (Mobile)

10/2019 **Sarbakan Game Studio** *Quebec City, Canada*

11/2022 **Senior Technical & VFX Artist**

Created and managed production vfx for several projects and platforms.  
Addressed technical & production pipeline issues and implemented solutions.

Titles:

- Spidey and Friends (Mobile)
- Need For Speed Heat (Arcade Port)
- LEGO: Nexo Knights (Mobile)
- Skyride (Arcade)

08/2019 **Ivala Learn** *Davis California, USA*

02/2020 **Visual & Lighting Artist**

Created shaders, materials and vizualizations for anatomical photogrammetry scans  
Addressed technical & production pipeline issues and implemented solutions.

- 3D Veterinary Anatomy & Clinical Learning Content

01/2019 **Horizon Blockchain Game Studio** *Toronto, Canada*

06/2019 **VFX Artist & 2D Animator**

Created and integrated VFX animations for online turn-based card game.

Titles:

- Skyweaver (Online, Mobile)

03/2015 **ToyStudio Game Studio** *Chicago, USA*

11/2018 **VFX Artist & 2D Animator**

Rigged & Animated 2D Characters and VFX

Titles:

- Casino Slot Tower (Mobile)

07/2012 **eV Interactive Game Studio** *Chicago, USA*

12/2014 **General Artist**

Created environments, UI Designs, rigged & animated characters.

Titles:

- Remington Super Slam Hunting (Console, PC)

## ABOUT



### Info

- 14 years of industry experience with concentrations in VFX and tech art.
- Experience includes 2D animation, rendering/lighting UI, tool development, optimization and programming.
- Proficient in Unity, Unreal, and several other engines.



### Education

**Bachelors of Applied Science**

*DePaul University*

*Chicago, Illinois*

**Major:** Computer Game Development

**Associates of Applied Science**

*Southwestern Illinois College*

*Belleville, Illinois*

**Major:** Database Development & Management