

# Viki Scull

[vikiscull11@gmail.com](mailto:vikiscull11@gmail.com) [viki-scull.github.io/](https://github.com/viki-scull) [linkedin.com/in/vikiscull](https://linkedin.com/in/vikiscull)

Unity Developer and Technical Artist with 7+ years' experience developing AR applications and PC games. I specialise in visual effects, shader development and procedural generation, creating both immersive player experiences and robust tools for artists and designers.

Recently I moved to Tokyo and I took a planned career break to study Japanese, and am now seeking to apply my experience in a new role.

## Skills

Unity 3D, C#, VFX Graph, Shader Graph, HLSL Shader Language, Post Processing, AR Foundation

Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Substance Designer, Substance Painter

**Languages:** English (native speaker), Japanese (JPT N4)

## Published Titles

**Knights in Tight Spaces** - Ground Shatter / 2025

**Wallace and Gromit: Fix Up the City** - Fictioneers / 2021

**Wallace and Gromit: The Big Fix Up** - Fictioneers / 2020

## Experience

**Technical Artist at Ground Shatter** - February 2023 - March 2025

I worked as the technical artist on Knights in Tight Spaces, contributing to the shaders and post-processing that defined the game's distinctive hand-drawn aesthetic. I also developed procedurally generated world maps in a traditional fantasy style. Working closely with the animation team, I created VFX that complemented and enhanced combat animations to deliver a satisfying and impactful fighting experience.

In addition, I designed and implemented systems to streamline the VFX workflow, enabling multiple effects to be driven from a single timeline and improving efficiency across the pipeline.

Tools: VFX Graph, Shader Graph, Unity Post Processing Stack, Unity Timelines, Adobe Photoshop.

## **Technical Artist at Tiny Rebel Games** - October 2021 - February 2023

As technical artist on an unreleased mobile game, I was primarily tasked with creating a fur shader for cats, which were the main focus of the tamogotchi style app. The fur had to perform in AR for mobile, and had to react to various objects and cat toys within animations.

I was also tasked with creating a pre-rendered introduction video for the app, which was filmed within Unity and used particle systems and shaders animated on a timeline.

Tools: Shader Graph, HLSL Shaders, Unity Particle System, Substance Painter, Adobe Photoshop

## **Unity AR Developer at Fictioneers** - February 2020 - June 2021

I worked as a Unity Developer on two augmented reality projects for Fictioneers that were collaborations with Aardman Animations, placing Wallace and Gromit in real world mini-games in cities in the UK. We used 3D scanned areas of the cities to place the users in augmented reality so they could see various contraptions interact with the world around them.

Tools: AR Foundation, Unity Timelines, Shader Graph

## **XR Developer at Zubr VR** - March 2018 - February 2020

I created AR applications for clients around the UK, and abroad, including the National Gallery, Bristol Old Vic and Simple Things Music Festival. We worked on social media AR adverts, all the way up to huge, room scale, location based AR adventures that explored historic buildings through different time periods.

Tools: AR Kit, AR Core, HLSL Shaders, Unity Particle System, Spark AR

# Community and Speaking

- Speaker at conferences and meet-ups on augmented reality and technical art
- Delivered workshops and spoken on panels about game development as a career, including CV workshop at EGX in 2024
- When living in Bristol I was an active part of local game dev community, assisting at meet-ups, events and organising the site for the Global Game Jam between 2022 and 2025

# Education

MA Entrepreneurship for Creative Practices - Plymouth College of Art / 2015

First Class BA Design for Games - Plymouth College of Art / 2013

National Diploma in Art and Design - North Devon College / 2010