

Jordan Kulm

Senior VFX Artist

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Summary

Passionate and technically-minded VFX Director with over 10 years of professional experience in creating, managing, directing, and educating art and technical skills from commercials to AAA video games. Proven track record with dozens of shipped titles and a legacy of artists mentored and given their foundation in the discipline. Ensured the quality and performance of hundreds of assets in games such as Borderlands 4 and Halo Infinite. Seeking a more focused opportunity where I can be hands-on working on a single title with a single team.

Professional Experience

VFX Director 2017 – 2025 | Portland, Oregon
Liquid Development

During my 8 years at Liquid Development, I worked as a VFX and technical artists, then created the VFX department and served as director. I had the great pleasure of working on dozens of video games. I had the even greater pleasure of training and providing opportunities for over a dozen artists, some whom have grown from jr. artists to seniors, leads, and directors. I learned, practiced, and taught everything from simulation and rendering to linear algebra and scripting. Some standout titles I worked on are Borderlands 4, Halo Infinite, and The Walking Dead: Saints & Sinners - Chapter 2: Retribution.

Technical Director 2016 – 2017 | Portland, Oregon
Refuge VFX

Worked on simulation effects and character lighting for the television show Grimm and independent film The Monster Project. I created gore, fire, smoke, dirt, glass, cloth, and rag-doll simulations, handled lighting the assets to match the footage, and set up multi-pass rendering for compositing.

Technical Director 2015 | Portland, Oregon
Bent Image Lab

Created large, medium, and small scale fluid simulations advertising commercial products such as nasal spray and bottled coffee. My responsibilities also included modeling, animation, lighting, texturing, and rendering.

Technical Director 2015 | Portland, Oregon
Deep Sky Studios

Created fluid and particle simulations for commercial product demonstrations such as industrial kitchen hoods and weather resistant security cameras. Assisted with fluid pipeline integration, rendering, and scripting.

Education

Bachelor of Fine Arts in Visual Effects and Motion Graphics 2011 – 2015 | Portland, Oregon
The Art Institute of Portland

Skills

Unreal/Unity/Proprietary Engines

Scripting/Basic Programming

C#, Python, MEL, VEX, Blueprint

Particle Systems

Niagara, Cascade, Shuriken, VFX Graph

Shaders

Node based, HLSL/GLSL

Simulation

Houdini, Embergen, Fluid Ninja

Modeling

Houdini, Blender, Maya, 3ds Max

Texturing

Photoshop, Substance Designer/Painter

Art Direction

Mood boards, reference, feedback, paint overs, hands-on direction

Technical Art

Pipeline development, tools, documentation

Source Control

Perforce, Git, SCM