

Marten Sion's VFX Reel Breakdown

Cold River Games “Crystalfall” (Skills VFX)

Unity (URP)

Lead VFX Artist on Crystalfall, an ARPG, building a scalable VFX framework for gameplay visuals that balances performance, visual impact, and combat readability across bosses, mobs, and player abilities.

- Designed and implemented multi-layered boss skills, with affix-driven VFX logic to keep overlapping effects visually compatible.
 - Built Diablo-inspired character skills and a fully modular projectile system.
 - Created impact interaction systems such as mob hits, wall hits, blood, and decal effects.
 - Developed skill variant systems for bosses, mobs, and player abilities.
 - Developed shaders and materials and created VFX textures including flipbooks and procedural tileable textures.
 - Concepted new boss mechanics and combat abilities, and planned and implemented seasonal content VFX.
 - Handled ongoing VFX bug fixing and polish across gameplay systems, and optimized heavy combat scenarios by converting CPU-based VFX to GPU-based systems using VFXGraph & in-house tools.
 - Built new scalable VFX frameworks and production systems to support future content.
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Cold River Games “Crystalfall” (Cosmetic & Rewards VFX)

Unity (URP)

Led Cosmetic & Rewards VFX for Crystalfall, creating visually rewarding effects for player progression and monetization.

- Created cosmetic character effects - auras, wings, enchantments, footprints, and ambient character FX.
 - Built loot drop and reward presentation VFX, including rare and legendary item presentation systems.
 - Developed MTX and premium cosmetic effects, plus reward interaction and pickup visuals.
 - Built UI-connected world VFX for drops, crafting, and rewards.
 - Developed shaders and materials for cosmetic systems in Unity URP.
 - Built reusable cosmetic VFX frameworks and variant systems, with ongoing seasonal content implementation and polish.
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Cold River Games “Crystalfall” (Environmental & Lighting Design)

Unity (URP)

Environmental & Lighting Design across Crystalfalls levels, establishing mood and atmosphere while keeping performance in check in real time.

- Established lighting setups in both overworld & in procedurally generated dungeon blocks, balancing visual fidelity.
 - Built environmental effects such as weather, atmosphere, and destruction using rayfire interactions.
 - Developed environment shaders and materials to support lighting and atmospheric consistency.
 - Worked closely with both the dev & level design team to align lighting & environmental VFX with gameplay pacing.
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Personal Project “Hollowpoint” (Solo Unity FPS Game)

Unity (HDRP)

A solo passion project that began in summer 2025 as a Unity HDRP rendering test, which grew into Operation: Hollowpoint, a sci-fi arcade shooter inspired by classic Battlefield titles.

- Designed the game's landscape and terrain while converting the Project from HDRP to URP.
 - Built environmental effects such as weather, atmosphere, and destruction to establish mood and readability across levels.
 - Combined stylized sci-fi environments with grounded military design using a heavily kitbashed Unity workflow.
 - Testing enemy & friendly AI for game design while keeping the FPS stable during runtime in the project.
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