

Rayane Saada

Real-Time VFX Artist

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PROFILE

Real-time VFX artist focused on magic, explosions and gameplay effects in Unreal Engine and Unity, with Houdini for simulation. I build effects that look spectacular but, above all, read clearly in play, and I work closely with animators and sound designers so each effect lands in sync with the motion and audio around it. Building games since 2015.

Portfolio: rayanesaada.artstation.com

SKILLS

Game engines
Unreal Engine · Unity

Real-time VFX
Niagara · Shaders & materials

Simulation & procedural
Houdini

3D modelling & animation
Maya · Blender

Textures & 2D
Substance Designer · Adobe Photoshop

Programming
C#

LANGUAGES

Arabic · Fluent
French · Fluent
Italian · Fluent
English · Fluent
Chinese · Basic (HSK 2)

EXPERIENCE

Independent Game Developer 2015 – 2020
Unity · C#

- Designed and built games in Unity, from first prototype to playable release.
- Created *That Night*, a short horror game for the HPS1 "Summer of Shivers" game jam, which went viral on YouTube.

EDUCATION

Master in Digital Marketing 2025 – 2026
Università Telematica Pegaso

Bachelor of Creative Technologies 2022 – 2025
NABA – Nuova Accademia di Belle Arti, Milan

High School Diploma 2016 – 2022
Istituto Scolastico Italiano "G.B. Hodierna"

INTERESTS

Video games · Anime · Cinema · Reading · Piano · Gym · Animals