



**Gregory Yepes** +1-213-807-3950 | [gregory@gregoryyepes.com](mailto:gregory@gregoryyepes.com) | [www.linkedin.com/in/gregoryyepes](http://www.linkedin.com/in/gregoryyepes)

*I'm a technical and creative leader with a proven track record of building and scaling high-impact teams, platforms, and solutions across games, animation, and VFX.*

## PRODUCT LEADER & TECHNICAL ART

**UE5 ❖ Games ❖ Animation ❖ VFX ❖ Metaverse ❖ Product Management ❖ Workflow Optimization**

*Broad Set of Creative Team Leadership and Operations Management Skills Includes*

Technical & Artistic Team Leadership • Product Management • Client Relations • Partner Relations  
Process Innovation • Staff Development & Training • P&L and Budget/Timeline Management • Strategic Planning

*Expansive Technical/Creative Skills Include*

Real-time FX for Video Games • VFX Production & Supervision • Sequence & Scene Lighting • Look Development • Digital Compositing • Certified Scrum Master • Software Development • Scripting • Business Process Modeling

## CAREER HIGHLIGHTS

- Technical Art and Product Leader for the Unreal Editor for Fortnite (UEFN) platform, enabling Fortnite's creator ecosystem to build high-quality experiences across a wide range of devices at scale.
- Managed large teams executing multi-million dollar creative project portfolios across multiple locations, on time and budget.
- Architected and deployed distributed artistic platform to support Battlefield Mobile.
- Authored a variety of media and assets for some of the top video game franchises in the world: Call of Duty® and Destiny 2®
- Played key role in DreamWorksTV launch, building/leading artistic teams using new tools and workflows including a new performance capture pipeline.
- Won DreamWorks Animation Technical Achievement Award for creating and managing the vision and roadmap for the lighting application, Torch, which debuted on *How to Train Your Dragon 2*.
- Boosted VFX turnaround 2-3X with production pipeline/workflow redesign for *Harry Potter and the Half-Blood Prince*.
- Authored digital media for major Hollywood blockbusters, including live action and feature animated films.
- Established a strong technical foundation as a software developer building proprietary tools for VFX in C++ as well as building communication and encryption frameworks for web applications in Java.

## PROFESSIONAL EXPERIENCE

### EPIC GAMES, Cary, NC

*A global leader in interactive entertainment and 3D engine technology, best known for developing the industry-standard Unreal Engine and the cultural phenomenon Fortnite Battle Royale.*

**Technical Product Manager, Unreal Editor for Fortnite**

2025 - PRESENT

**Lead Technical Artist, Unreal Editor for Fortnite**

2023 - 2025

### INDUSTRIAL TOYS / ELECTRONIC ARTS, Pasadena, CA

*Industrial Toys is a game studio dedicated to making outstanding games for core gamers on mobile devices.*

**Director of Technical Art**

2018 - 2023

### HIGH MOON STUDIOS / ACTIVISION, Carlsbad, CA

*Founded in 2002, High Moon Studios is an award-winning studio that's developed for blockbuster franchises like Call of Duty and Destiny.*

**Senior VFX Artist**

2017 - 2018

### RAVEN SOFTWARE / ACTIVISION, Madison, WI

*Market-leading and award-winning video game developer whose core has always been centered on visual excellence and exciting gameplay.*

**Senior VFX Artist**

2015 - 2017

**DREAMWORKS ANIMATION**, Glendale, CA

Renowned studio producing computer-generated (CG) animated feature films, television specials/series, and live entertainment properties.

**Head of Creative Services - iGO**

2013 – 2015

**Product Owner - TORCH**

2011 – 2013

**CG Supervisor**

2010 – 2013

**INDUSTRIAL LIGHT & MAGIC, LUCASFILM**, San Francisco, CA

Academy-award winning, world-leading company setting standard for visual effects for over 30 years.

**VFX Artist/Technical Director**

2009 – 2010

**RISING SUN PICTURES**, Adelaide, South Australia, Australia

Independent VFX company dedicated to creating inspirational visual effects for feature film, television and transmedia clients.

**VFX Supervisor**

2006 – 2009

**RHYTHM & HUES STUDIOS**, Los Angeles, CA

International company developing visual effects for feature films.

**Lighting Supervisor**

2000 – 2006

**PEOPLESCAPE / ANGAMI**, San Jose, CA

Internet startup focusing on the middle management sourcing market.

**Senior Software Engineer**

1999 – 2000

**RHYTHM & HUES STUDIOS**, Los Angeles, CA

International company developing visual effects for feature films.

**Software Engineer**

1996 – 1999

**DASSAULT SYSTEMES OF AMERICA**, Glendale, CA

International software company pioneering CAD tools used across a variety of industries such as aviation, aerospace and automotive.

**Software Engineer**

1994 – 1996

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## PUBLICATIONS

**DESIGN PRINCIPLES FOR COORDINATION IN THE METAVERSE**, *Academy of Management* – Jul 6, 2022

**DESIGNING THE METAVERSE**, *Hawaii International Conference on System Sciences* – Jan 4, 2022

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## EDUCATION

CALIFORNIA STATE UNIVERSITY NORTHRIDGE, Northridge, CA: **B.S. Computer Science, Minor Mathematics**

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## PROJECTS

Battlefield Mobile in UE4 (Director of Technical Art 2022) • Call of Duty Black Ops 4: Zombies (Senior VFX Artist 2018) • Destiny 2: Forsaken (Senior VFX Artist 2018) • Call of Duty World War II (Senior VFX Artist 2017) • Call of Duty Modern Warfare Remastered (Senior VFX Artist 2016) • Call of Duty ONLINE (Senior VFX Artist 2016) • DreamWorksTV – YouTube (Head of Creative Services 2015) • How To Train Your Dragon 2 (Principal Designer / Global Development 2014) • Puss In Boots (CG Supervisor 2011) • Megamind (CG Supervisor / Lead Lighter 2010) • How To Train Your Dragon DVD (Lighter 2010) • The Last Airbender (VFX Technical Director 2010) • Harry Potter and the Half-Blood Prince (VFX Supervisor 2009) • Terminator Salvation (VFX Supervisor 2009) • Superman Returns (CG Sequence Supervisor 2006) • X-Men2 (Sequence Supervisor 2003) • And more!

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