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I build creator platforms at scale. Work spanning software engineering, film pipelines, and live-service games, now spent on the product strategy behind the tools creators ship with.

PRODUCT LEADER – CREATOR PLATFORMS & REAL-TIME INFRASTRUCTURE

Product Strategy ♦ Creator Platforms ♦ Real-Time 3D ♦ Games ♦ Film VFX

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

- Own product strategy for island performance and platform stability across Unreal Editor for Fortnite (UEFN), reaching millions of creators on every device.
- Built UEFN's first structured lighting-regression system and its first in-editor memory diagnostics, converting platform failures from reactive scrambles into triaged, self-service fixes, with the most material crash reductions on Switch and iOS.
- Shipped the first Fortnite Battle Royale experiences ever built in UEFN (two Reload maps) on an executive-priority timeline spanning three organizations.
- Architected the distributed artistic platform behind Battlefield Mobile as a founding-team member, directing technical art, FX, destruction, and technical animation across a global team at Electronic Arts.
- Designed and authored real-time game FX for Call of Duty® and Destiny 2®
- Owned product strategy and roadmap as Product Owner on TORCH, DreamWorks' next-generation lighting platform, winner of the DreamWorks Animation Technical Achievement Award and debuted on *How to Train Your Dragon 2*.
- Boosted VFX turnaround 2-3X with a production pipeline and workflow redesign for *Harry Potter and the Half-Blood Prince* as VFX Supervisor for Rising Sun Pictures.

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

2026 – 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

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*

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

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!
