

Anjoom Faisal

Graduate Lighting Artist

[Email](#) | [LinkedIn](#) | [Portfolio](#)

Graduate lighting artist specializing in real-time level lighting and cinematic lighting in Unreal Engine 5. Experienced in collaborative development and freelance production. Passionate about crafting atmospheric game environments that tell engaging stories.

Skills

- Real-time lighting - realistic & stylized
- PBR and PBL lighting and asset creation workflow
- Mood and narrative-led lighting design
- Development of shaders and materials
- Lighting optimization and profiling
- Technical problem-solving and troubleshooting
- Hobbyist experience in photography
- Proven communication and collaboration

Tools

Unreal Engine, Blender, Substance Painter and Designer, ZBrush, 3DS Max

Experience

Lighting Artist – Hip Flask Games

- Sole lighting artist on Bureau of Fantastical and Arcane Affairs
- Designed and implemented stylized lighting for playable scenes in UE5
- Optimized performance using faked GI, limited light number and light attenuation
- Guided development of a day-night cycle and used it for bespoke lighting across in-game times and regions
- Established mood guides to maintain visual consistency across levels
- Provided iterations on feedback, reporting to leads and integrating with the art team

Freelance 3D Artist – Fiverr (2022-2023)

- Created 3D animations for cinematic projects
- Worked directly with clients to understand visual requirements
- Delivered polished work within deadlines
- Received positive client feedback and repeat work

Projects

Pelagia – Project Lead, Lighting, VFX and Texture Artist

- Headed development as project lead, taking responsibility for a team of 22
- Guided creation of a cohesive art style
- Developed lighting, VFX and shaders
- Won Best Collab Game, Best Game Art and People's Choice awards at uni

More personal projects:

[ArtStation](#) [itch.io](#) [YouTube](#)

Game jams:

[GDS Welcome Jam 2025](#) [Mini Jam 144](#)

Education

BA (Hons) Games Art

University of Staffordshire (2023–2026)

- Scored 92% on Art of Lighting module