Bogdan Shcherbak

Technical Artist

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Technical Artist with over 6 years of experience in video game development. Focusing on content optimisation, game levels profiling, building procedural tools and scripts on Python, setting up assets for phys systems. Within the last 4 years, worked on AAA and AA projects:

- The Witcher 3: Next-Gen
- Warhammer 40,000: Space Marine 2
- John Carpenter's Toxic Commando
- RoadCraft

My key strength is building procedural tools and optimizing workflows, saving countless hours for art teams. I apply a scientific and creative approach to deliver solutions that genuinely simplify the team's work—or provide a quick fix when necessary. My curiosity and openness to new technologies help me quickly master unfamiliar tools and find effective answers where no ready-made solutions exist.

I'm motivated to join a company where I can **collaborate with top-tier talent**, continue expanding my knowledge bubble, and bring fresh **procedural solutions** to complex problems.

Tools: SideFX Houdini, Maya, 3ds Max, Blender, Photoshop
Engines: Unreal Engine, Proprietary/Custom Engine

Experience

Saber Interactive, Game Dev Studio, 13 studios across the Americas & Europe.   Stokholme | Sweden | Remote

Technical Artist   Nov 2020 — Present

As a Technical Artist on AAA projects, optimized and profiled game levels, configured physics and vegetation for hundreds of assets per title, developed automatizing tools for Autodesk Maya.

- Saved 4400+ working hours for 7 Tech Artists by building automated LOD generators, together with a developer.
- Developing tools for Procedural generating minimap model with Python scripts for Maya and Houdini Digital Asset, reducing manual work for 2 Artists to 3 clicks.
- Raised overall fidelity in *The Witcher 3: Next Gen* by upgrading main character textures and refining key 3D models ensuring aligning with next-gen performance standards.
- Eliminated up to 60% of visual artifacts in *The Witcher 3: Next Gen* by refining texture and material pipelines.
- Increased frame rate by ~30% in a key level of *Warhammer 40,000: Space Marine 2* by optimizing high-polygon assets.
- Boosted frame rates by 15% in AAA projects through profiling, asset analysis, and targeted optimizations.
- Cut rework time by 80% for ~20 assets in *The Witcher 3: Next Gen* with a pipeline converting flat surfaces to high-detail geometry.

ITMO University, a top Russian IT University and a global leader in quantum science & photonics.   St. Petersburg | Russia

CG Generalist | Teacher   Sep 2017 — Nov 2020

Engineered real-time technical art, VFX and 3D models, reaching up to 200,000+ live attendees and 1M+ online viewers, including XVI Architecture Biennale in Venice, 2nd European Games ceremonies and WorldSkills Kazan 2019.

- Created 100+ cross-platform 3D assets for commercial and academic projects.
- Developed 50+ particle systems and materials in Unreal Engine and Unity for multiple commercial titles.
- Coordinated 4 outsourced teams across 3 countries, integrating 100+ external digital assets with 0% rework rate, ensuring top-quality standards in all deliverables.

Teaching

Course Mentor   2019 — Present

Led a Content Creation Technologies MA course in ITMO University: 30 students, 32 academic hours yearly. Co-authored 2 published research papers with students.

Education

BS in Computer Science and Engineering   Russia
St. Petersburg State University of Aerospace Instrumentation   Sep 2013 — June 2016

Skills

Tech Expertise: 3D Content Creation, Performance Optimization & Level Profiling, Procedural Workflows, Integrating assets
Tools & Engines: Maya, Houdini, 3ds Max, Blender, Photoshop, Unreal Engine, Proprietary/Custom Engines, Jira, Perforce
Core Skills: Problem Solving & Technical Troubleshooting, Self-driven R&D, Mentoring, Cross-functional Collaboration
Programming Language: Python (tool scripting, pipeline automation), Blueprints (Unreal)

Languages

English, Fluent
Russian, Native

I use scientific approach for troubleshooting: research, hypothesis testing, systematisation

I create tools that optimise pipelines to save time and other resources to the team

I enjoy finding solutions for tasks that doesn't have ready-made answer
построение процедурных инструментов is like cooking: you have to tup right ingredients in a right order and you don't always know the right proportions, so you have to experiment
My natural curiosity and non-bais for new tools and technologies help me to expand the knowledge bubble as big as possible

It is important for me to stay in a room with smartest people as it helps me to grow professionally an personally.

I built relationship / trust by focusing on positive, helping people, and making people know I am always there for them.

Hard Skills

- **3D Content Creation** (Modeling, Texturing, Destruction & Physics setups)
- **Procedural Workflows** (Houdini)
- **Performance Optimization & Level Profiling** (LOD creation, GPU/CPU budgets)
- **Integrating Assets & Pipeline Automation** (custom tools, debug pipelines)

Tools & Engines

- **Maya**, 3ds Max, Blender, SideFX Houdini
- **Photoshop**
- **Proprietary/Custom Engines**
- **Unreal Engine** (UE4/UE5)
- **Jira**, Perforce

Soft Skills

- **Cross-functional Collaboration** (Art, Engineering, Design)
- **Problem-Solving & Technical Troubleshooting**
- **Adaptability & Self-Driven R&D** (prototyping new approaches)
- **Mentoring**

Programming & Scripting

- **Python** (tool scripting, pipeline automation)
- **Blueprints** (Unreal)

Saber Interactive
Saber Interactive is an international game development studio known for delivering large-scale AAA titles. As a Technical Artist, I focused on optimizing game content, refining pipelines for higher performance, and researching new approaches and tools to push visual fidelity. My mission was to streamline asset integration and ensure the highest technical standards across every project.

ITMO University
ITMO University is a leading institution in technology and innovation. In my role as a CG Generalist and Teacher, I worked on diverse digital content projects—from real-time events to interactive prototypes—while mentoring students in advanced game technology. My goal was to research cutting-edge tools, bridge academic research with industry practices, and foster creative growth in the next generation of developers.

1. Создание новых инструментов
Мне действительно нравится придумывать решения для необычных задач: искать новые подходы, экспериментировать с инструментами и доводить всё до результата, который действительно облегчит жизнь команде. Особенно приятно видеть, когда мои наработки реально экономят время и силы коллегам: они готовы пробовать что-то новое и дают обратную связь, что всё получилось даже лучше, чем ожидали. Такой результат здорово мотивирует двигаться дальше и пробовать еще более смелые идеи. Когда вижу, что мои наработки работают и получают положительный отклик, понимаю, что все труды были не зря.

2. Кулинария
Готовка для меня — не просто бытовое дело, а своего рода творчество. Я бы сказал, что Кулинария — это мое личное пространство для экспериментов и творчества, где я могу проявить креатив, аккуратность и любовь к эстетике. Я люблю экспериментировать с рецептами, сочетать вкусы, придумывать оригинальные подачи. Часто друзья и родные шутят, что я бы мог открыть небольшой ресторан, и хотя это пока лишь шутка, мне приятно, что моим блюдам дают такую оценку. Кулинария помогает мне лучше чувствовать детали и не бояться пробовать новое.

3. Ценность круга друзей и коллег
Мне важно, чтобы рядом были интересные, талантливые люди — как в жизни, так и на работе. В таком окружении я постоянно учусь новому и делюсь собственным опытом, а вместе мы делаем что-то действительно классное. Когда каждый в команде ценит вклад другого, атмосфера становится одновременно дружеской и очень продуктивной, и это заряжает меня энергией продолжать расти.