

Bogdan Shcherbak

Technical Artist

bogdan.shcherbak92@gmail.com • +46 76-229 36 98 • [Linkedin](#) • [Portfolio](#) • Stockholm, Sweden • Work permit

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.
- Developed 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
St. Petersburg State University of Aerospace Instrumentation

Russia
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