Aki Aoki

Technical Artist & Graphics Programmer

⊙ aki_work ✉ akidevcat@gmail.com

Hi, glad to see you here! My name is *Aki* she/her, **a technical artist** and **graphics programmer**. I apply my technical skills to solve advanced development problems. And I really, really enjoy creating awesome things!

▼ Hard Skills

▼ TechArt / CG

- Unity / Godot
- 3D Graphics
- Shaders / GPGPU
- SRP / URP
- Shader / VFX Graph

▼ More

- Git / Plastic
- PS / Aseprite
- Linux

▼ Languages

- HLSL / GLSL
- C# / C++
- Python

▼ Theory

- 3D / 2D Math
- Linear Algebra
- Math Analysis
- Physics
- Lighting

▼ Projects

Commercial projects I worked on

- TBA Narrative 3D Puzzle Adventure
- TBA 3D Unity Game
- Torn Away (contribution)
- VR Unity Apps Freelance

🔗 akiaoki.github.io ▲ akidevcat

▼ Work Experience

- **2023-Current**
  perelesoq
  Unity Technical Artist

- **2022-2023**
  ELMA
  C# Developer

- **2021-2022**
  Matrix Creators
  Unity Developer

▼ Hobbies

- DirectX 12
- Unreal Engine
- Narrative Games
- Drawing
- Pixel Art
- Piano / Guitar
- Solo Indie

▼ Activites / Education

- **2020-2022**
  Innopolis University
  Computer Science

- **2017-2020**
  Highschool State Competitions
  Computer Science / Robotics / Infosec

▼ Languages

Russian **Native**

English **B2**