ANTONY NAUMOVIC

Technical Artist and Game Developer

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SKILLSET & SOFTWARE

TECHNICAL ART - Unity, Unreal Engine, Blender, Substance Designer

- › Creating tools, shaders, rigs, and VFX for games.
- › Composing and working with artists on art pipelines.
- › Optimising performance through profiling.
- › Producing high-to-low game assets.

PROGRAMMING - Python, C#, C++, TypeScript, HLSL

- › Enhancing pipelines and productivity with DCC tools.
- › Developing software enhancements, from procedural modelling to animation tools.

TOOLS - Git, Unity VCS, Adobe Suite

- › Maintaining repositories and adhering to asset validation criteria.
- › Documentation and upkeep of development tools.

PROFESSIONAL EXPERIENCE

SECRET WATERFALL

Art Lead - August 2021 - October 2025

Mentored and managed a diverse team of artists, fostering collaboration and growth.

- › Led the art team composed of 8 artists, providing help with career progression and feedback for personal projects.
- › **[Jira]** Reviewed Jira tickets and helped plan and run sprints using scrumban.
- › **[Confluence]** Maintained user-friendly documentation and technical specifications.

Helped develop and implement a modular, multi-layer animation system in Unity.

- › **[C#]** Co-programmed layer fundamentals including IK, pose blending, and locomotion.
- › **[Blender, Python, C#]** Designed full animation pipeline, including: creating rigs, fbx export/import, custom Unity tools.

Created and maintained various pipeline tools for streamlining asset production.

- › **[Blender, Python]** Mesh optimiser and LOD generator within Blender.
- › **[C#]** Extended impostor baking within Unity and created custom impostor shaders.
- › **[Blender, Python]** SubD and bevel modelling helper tools for Blender.

Developed high performance, high fidelity shaders for Unity HDRP.

> **[Shader Graph]** Prepared shaders for environment art, props, VFX, and characters.
> **[HLSL, C#]** Created a first person Custom Pass for FOV separation and no clipping.
> **[Unity Profiler, C#]** Used profiling to identify bottlenecks and write tools to help them.

Technical Artist - June 2020 - August 2021

[Substance, Blender] Created optimised, PBR 3D assets for Unity URP and HDRP.

[Shader Graph] Developed all shaders in project.

[Python] Programmed Blender to Unity tools for asset pipeline.

CONECTADO INC.

3D Technical Director (Contract Extension) - October 2023 - December 2025

Led the frontend web development, and provided updates and optimisation for the online educational platform Conectado.

> **[XD, React, JavaScript, TypeScript]** Designed and programmed the website, including administration, audit tools, and live links with Unreal Engine 5.

TIPPING POINT SOLUTIONS INC.

3D Technical Director (Contract) - April 2023 - October 2023

Led the complete technical and 3D development of the online educational platform Conectado, built in Unreal Engine 5

> **[Blueprint, C++]** Developed interactive systems for students.
> **[Blender, Substance]** Designed, modelled, and textured PBR props and environments.
> **[Metahuman, Niagara]** Created Metahuman digital twins, VFX, and shaders.
> **[Pixel Streaming, PC, Mobile]** Helped implement pixel streaming and interfaces for PC, tablet, and mobile.
> **[Unreal]** Integrated a mixed-lighting pipeline to combine baked, coloured shadows with realtime shadows and GI.

INTERACTIVE SCHOOLS

Design Intern - November 2018 - September 2020

Designed interaction flows, wireframes, and motion/web/social assets for desktop, tablet, and mobile. Helped utilise website heatmaps and tracking analytics to boost user retention.

EDUCATION

OXFORD BROOKES UNIVERSITY

BSc (Hons) Computer Science - 2019 - 2022 - First-Class Honours

ETHOS

I personally believe that everyone is capable of growth and learning technical art, and that's why I try my best to give feedback, mentoring, and help on personal projects for ex-colleagues and people on my team.