



DARINA KOYCHEVA

technical artist

Contact

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Skills

- blueprints, shaders, set dressing and cinematics in Unreal Engine 5
- asset and material creation for PBR
- Zbrush, Blender, Maya, and Substance Suite
- procedural mesh generation in Houdini for Unreal Engine (Houdini Engine)
- basic knowledge in Python, C# and Unity
- experience with managing source control in Git and Perforce
- team management with Miro, ClickUp, Google Docs, markdown documentation



Things in life I enjoy

- Dogs.
- Horizon Forbidden West, Detroit Become Human, The Witcher 3
- rock climbing, cycling, playing guitar
- How to Train Your Dragon, My Hero Academia, Imagine Dragons

Introduction

I am an artist at heart and a problem-solver at mind. My focus is developing systems and procedural solutions for real-time pipelines as well as helping artists achieve the highest quality visuals in the most effective ways possible.

Experience

2022 - now
Digital Salmon
Technical Artist

Worked on a large variety of projects, developing products for different clients. Rendered cinematics, automotive and character configurators, pixel-streamed apps, and mobile VR projects.

2022 - 2023
Student Cinematic Project "Alder's Bane"
Team Lead and Technical Artist

Developing tools, shaders and effects in Unreal Engine 5 and Houdini FX. Managing the pipeline, version control and internal deadlines for the execution of the project. Rigging the protagonist and fruit in Maya with Advanced Skeleton. Scripting a bot for daily automated messages based on a Google Sheets doc.

2022
Student Cinematic Project "Spring"
Team Lead and Technical Artist

Developing tools, AI, shaders and overlooking optimization in Unreal Engine 4. Managing team members, scheduling meetings, forum coverage, version control with Git.

Education

2020 - 2023
BA (Hons) 3D Games Art & Design
First Class
University of Hertfordshire, UK

2014 - 2019
English and German Language
FLS 'Romain Rolland', BG