

Ivar Sidorsson

Technical Artist

Summary

Technical artist specializing in shaders, tools and procedural content generation with Houdini.

Skills

Software	Editors	Languages	Graphics
Houdini	Unity	C++	RenderDoc
Blender	Unreal Engine	C#	HLSL
Substance Designer	Perforce	Python	Direct3D 11
Photoshop	Git	VEX	Vulkan

Work Experience

Birdisland/Portaplay

September 2025 - Present

- Stylized combat VFX
- Procedural Houdini tools for Unity
- Weapon holster system

Education

Technical Artist - The Game Assembly

August 2024 - June 2025

- 4 agile game projects in a group of 18
- 3D-graphics, scripting, shaders, VFX, rigging, procedural content generation

Game Programmer - The Game Assembly

August 2022 - June 2024

- 8 agile game projects in groups of 12-18
- Game engine from scratch using Direct3D 11
- Linear algebra, object-oriented design, data structures, algorithms, tools programming, graphics programming, artificial intelligence, networking, debugging, optimizing

Miscellaneous

- Experience with Linux home server
- Unreal 4 C++ Multiplayer Master: Intermediate Game Dev at [GameDev.tv](#)
- Nordic Game Conference 2025 volunteer

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