

Ivar Sidorsson

Technical Artist

Summary

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

Skills

Software

Houdini
Blender
Substance Designer
Photoshop

Editors

Unity
Unreal Engine
Perforce
Git

Languages

C++
C#
Python
VEX

Graphics

RenderDoc
HLSL
Direct3D 11
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](https://www.gamedev.tv)
- Nordic Game Conference 2025 volunteer

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