



eaxfilip@gmail.com  
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## Introduction

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Graphics programmer, well versed in modern graphics APIs (Vulkan/DX12), low level programming, optimizations, profiling & debugging on different platforms (consoles). Interested in the performance side of computer programming, cutting edge real-time rendering techniques and GPGPU. Inspired by demoscene, new media art and various weird aesthetics.

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## Experiences & Skills

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**Avalanche Studios, Stockholm (2023 - cur)** / *Render Programmer / On-site*  
Working on ray-tracing DDGI implementation, maintaining lighting pipeline (shadow pool and surrounding lighting systems), improving various other aspects of Apex renderer. Took responsibility and pushed for supporting artists (tech art and lighting teams) on the project.

**Syzware (2022 - 2023)** / *Render Programmer / Remote*  
Did contracting work through my LLC for a few clients both in Unreal & Unity, on both PC & consoles. Mostly did performance and R&D graphics work. (for more details visit my LinkedIn profile)

**Ubisoft, Belgrade (2020 - 2022)** / *Junior Render Programmer / On-site*  
Worked on porting multiple Assassin's Creed titles (Black Flag, Rogue, III Remastered) to native Vulkan for Google Stadia platform. After that I worked on Skull & Bones, maintaining the SIMD translation layer library.

### **Intern at Ubisoft, Belgrade (2020)**

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#### **Creative/visuals developer, Belgrade (2019)**

Implemented various audio/visual solutions in openFrameworks (C++ and OpenGL), TouchDesigner and Max/MSP for a wide array of clients (from artistic multimedia installations to commercial work).

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## Education

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**Faculty of Organizational Sciences, University of Belgrade**  
Information Systems and Technologies 2016 - 2020

**Faculty of Electrical Engineering, University of Belgrade**  
Electrical and Computer Engineering 2014 - 2016

**Petnica Science Center** / Department of Computer Science