BAGUS HIMAWAN
Technical Artist / Game Developer

Indonesia
bagus.himawan@windowslive.com
+6281234048950

SUMMARY

Experienced Technical Artist and game developer specializing in real-time shaders, VFX, and rendering pipelines in Unity. Bridging artists and engineers to transform creative vision into scalable, production-ready visuals across PC, and mobile.

SKILLS & ABILITIES

- Unity (HDRP, URP, Built-in)
- Real-time shaders (HLSL, Shader Graph, custom lighting models)
- VFX systems (Particles, VFX Graph)
- Rendering techniques (post-processing, multipass-rendering, RenderTextures)
- Performance optimization (mobile and low-end GPU profiling)
- Gameplay-driven visual systems
- C#, C++, JavaScript, HTML
- Git version control

EXPERIENCE

Calcatz   **Remote (working with co-founders)**
Co-Founder, Programmer,Technical artist   *2019 - Present*
- Led technical art and graphics development for *Undying Flower*, from prototype to Steam release.
- Designed and implemented custom shader, post-process, and advanced multi pass rendering effect to achieve the game unique look and identity.
- Generate LODs for models without compromising visual fidelity
- Built a color "mood" system allowing artists and level designers to change scene palettes without duplicating materials.
- Developing seamless scene transition system
- Optimized rendering and shaders to achieve 40-60 FPS at 1080p on mid-range 2018 GPUs.

ToMoMi Games   **Remote Part-Time**
Technical Artist   *August 2025 - November 2025*
- Optimized and finalized all particle effects for *HoloHidden*, published by HoloIndie.
- Designed and implemented over 20 gameplay and environment VFX using custom shaders, particles, and textures.
- Developed a custom outline rendering solution for sprites and 3D meshes with adjustable color and thickness.

Freelancing   **Fiverr/Upwork**
Shader/VFX Gigs   *2021 - 2025*
- Designed and implemented custom real-time shaders and VFX for multiple client projects across games and interactive media.
- Work directly with clients to translate visual goals and technical requirements into production-ready solutions.
- Delivered optimized, documented, and maintainable shader and VFX systems within agreed timelines.

OTHER EXPERIENCE

Independent Contractor   **Remote (working with abroad client)**

Working as programmer for independent startup based in Italy   *2022 - 2024*

- Developing Hair AR (Augmented Reality) system for smart mirror application, Developed in Unity and Unreal
- Designed and Implemented custom shader, and rigging for hair models
- Creating a custom remote-touchpad controller that allow user to connect and control the mirror by scanning a QR code displayed on the mirror, using Golang as the backend services and native web as the user-interface
- Co-Develop custom KDE plasma shell interface for arch-linux (OS used by the smart-mirror)

EDUCATION

Institut Teknologi Sepuluh Nopember, Surabaya | *Teknik Komputer*   **2019**

- Cumulative GPA: 3.49
- Related Coursework: Game Development, Mobile and Apps Development, Computer Graphics