

BAGUS HIMAWAN

Technical Artist / Game Developer

Indonesia

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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.

Cahaya Bintang

Remote Part-Time

Programmer

May 2024 - September 2024

- Program and implement multiple levels for toddler puzzle games
- Implement IAP system for android and iOS
- Create and implement cutscene using Unity Timeline

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