

**BAGUS HIMAWAN**  
Technical Artist / Game Developer

Indonesia  
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## SUMMARY

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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

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- 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

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**Calcatz** Remote (working with co-founders)  
2019 - Present  
*Co-Founder, Programmer, Technical artist*

- 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  
August 2025 - November 2025  
*Technical Artist*

- 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  
May 2024 - September 2024  
*Programmer*

- 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  
2021 - 2025  
*Shader/VFX Gigs*

- 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