

BAGUS HIMAWAN
Technical Artist / Game Developer

Indonesia/Remote
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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 <i>Co-Founder, Programmer, Technical artist</i>	Remote (working with co-founders) <i>2019 - Present</i>
<ul style="list-style-type: none">• Led technical art and graphics development for <i>Undying Flower</i>, 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 <i>Technical Artist</i>	Remote Part-Time <i>August 2025 - November 2025</i>
<ul style="list-style-type: none">• Optimized and finalized all particle effects for <i>HoloHidden</i>, 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 <i>Shader/VFX Gigs</i>	Fiverr/Upwork <i>2021 - 2025</i>
<ul style="list-style-type: none">• 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

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)

Remote (working with abroad client)

EDUCATION

Institut Teknologi Sepuluh Nopember, Surabaya | Teknik Komputer

2019

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