Contact

085157633758 (Mobile)
dimas.hutama01@gmail.com

www.linkedin.com/in/dimas-rizky-
hutama (LinkedIn)

Top Skills

Computer Graphics
VFX
Lua

Languages

English (Professional Working)
Indonesian (Native or Bilingual)

Certifications

A Complete Guide to Unity's
Universal Render Pipeline, URP

Unity Addressables Concepts

VR Performance Optimization
Techniques

Your Ultimate Guide to Shader
Graph for Beginners

Rendering Pipeline Concept

Dimas Rizky Hutama

Technical Artist | Shader Creation | VFX Artist
Banyuwangi, East Java, Indonesia

Summary

Dynamic and passionate Technical Artist with over 3 years of
hands-on experience in game development, My expertise includes
in shader creation, visual effects (VFX), computer graphics,
scripting(C#, HLSL, LUA), Unity URP/HDRP, AR/VR Mobile And
Game optimization. bridge the gap between artistic vision and
technical execution to craft immersive, high-performance visuals that
elevate gameplay.

Experience

Gaco Game
Lead Technical Artist
March 2025 - Present (10 months)

Gaco Games
Visual Effects Artist
September 2024 - Present (1 year 4 months)
Kediri, East Java, Indonesia

RAXY Dev
Technical Artist
June 2022 - Present (3 years 7 months)
Kediri, East Java, Indonesia

Starpixel
Game Developer
September 2024 - May 2025 (9 months)
Singapore

Mintzu Works
Visual Effects Artist
October 2024 - April 2025 (7 months)

Immersion Game Development

Visual Effects Artist
July 2024 - August 2024 (2 months)

Creating game effect using Unity game engine

bythen
Technical Artist
June 2024 - August 2024 (3 months)
Serpong, Banten, Indonesia

Shinta VR
2 years 4 months

Technical Artist
March 2023 - June 2024 (1 year 4 months)
South Jakarta, Jakarta, Indonesia

Game Programmer
March 2022 - March 2023 (1 year 1 month)
South Jakarta, Jakarta, Indonesia

BINUS Game Development Club
Public relations
April 2021 - February 2022 (11 months)
Jakarta, Indonesia

Member of BGDC

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Education

Universitas Bina Nusantara (Binus)
Bachelor's degree, Information Technology · (2019 - 2023)