

Contact

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Top Skills

Mobile Games
Virtual Reality (VR)
Environmental Design

Languages

English (Professional Working)
Indonesian (Native or Bilingual)

Certifications

A Complete Guide to Unity's
Universal Render Pipeline, URP
Your Ultimate Guide to Shader
Graph for Beginners
Lighting in Unity

Dimas Rizky Hutama

Technical Artist | Shader Creation | VFX Artist
Bekasi, West Java, Indonesia

Summary

Technical Artist specialize on Shader

Experience

Gaco Games

Visual Effects Artist
September 2024 - Present (6 months)
Kediri, East Java, Indonesia

Starpixel

Game Developer
September 2024 - Present (6 months)
Singapore

RAXY Dev

Technical Artist
June 2022 - Present (2 years 9 months)
Kediri, East Java, Indonesia

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

Education

Universitas Bina Nusantara (Binus)

Bachelor's degree, Information Technology · (2019 - 2023)