

Paweł Ruszkiewicz

Technical Artist

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pawel66031.github.io/portfolio

Skills

Programming Languages

Python
JavaScript
C++
C#
GLSL
Slang

Graphic Design

Blender
Houdini
Substance Designer
Substance Painter
Adobe Photoshop

Game Engines

Unity
Unreal Engine
Godot Engine

Technical Art Tools

Geometry Nodes (Blender)
VEX / VOPs (Houdini)
Procedural Modelling
Shader Graph
3D Graphic Optimization

Tools

Git
Bash / CLI basics
Visual Studio Code

Additional Skills

OpenStreetMap mapping
Game Jam participation
Indie Game Development
Volunteer works

Languages

Polish	Native
English	Intermediate

Summary

Technical Artist with a strong foundation in 3D graphics, specializing in procedural tools, conceptual modeling, and real-time assets for games. Self-taught and passionate about continuous learning, I focus on developing efficient workflows and custom tools to support artists during production. Experienced in 3D modeling, process optimization, and creating base forms for both concept visualization and game-ready content.

Personal Experiences

General 3D & Technical Artist

06.2023 - present

Kiki/Bouba, Wrocław, Katowice

- Developed a custom Blender script for exporting GLTF files including mesh data and embedded textures, to speed up asset integration into the game engine
- Defined the game's visual style and environment composition; modeled and optimized various 3D assets
- Created a procedural building generator using Geometry Nodes for efficient world building

Tools: Blender, Substance Designer, Substance Painter, Python, Git

Game Jam – Hexa Mirror (Gameplay Programmer)

04.2023

pawel66031.github.io/portfolio/projects/hexa-mirror/

- Implemented gameplay mechanics and logic using Unity / C#
- Integrated 3D models and ensured visual consistency under time constraints
- Supported team communication and scoped features based on available resources
- Debugged game loop issues and prepared a working build for submission

Tools: Unity, C#, Blender

Volunteering

OpenStreetMap Contributor

07.2015 - present

www.openstreetmap.org/user/pawel66031

- Contributed to open source geospatial data by mapping urban and rural areas
- Focused on tagging and organizing geographic features like roads, buildings, land use in a way that supports potential 3D reconstruction and procedural generation for visualization or game prototyping

Community Support – 3D Technical Help

02.2022 - present

- Actively help artists and hobbyists solve technical issues in 3D workflows, including optimization, UV mapping, shading and export problems
- Known for providing clear explanations and breaking down complex topics related to real-time graphics, procedural modeling and tool development

Projects

Procedural Building Generator (Blender)

10.2024

pawel66031.github.io/portfolio/projects/building-generator

- Procedural building generator tool created in Blender using Geometry Nodes
- Created to challenge misconceptions about Geometry Nodes' potential
- Customizable parameters in modifiers such as wall thickness, height and window/door hole placement
- Designed for rapid prototyping of low-poly style levels

BuildingViewer

06.2021

pawel66031.github.io/portfolio/projects/building-viewer/

- Software written in C++, using Easy3D as 3D model displayer and libcitygml for reading GML files and importing 3D models
- 3D model explorer as an OBJ file for 3D graphic purpose
- Importing terrain from ASCII XYZ file

Blender Batch GLB Exporter

04.2025

pawel66031.github.io/portfolio/projects/multiple-blend-files-exporter/

Python tool for automating asset export in game development

- Automatically processes multiple .blend files, extracting models as game-ready .glb assets
- Integrated with team's workflow, reducing manual work for artists