

Technical artist, game developer (Cyberpunk 2077)

Traditional fine arts skills (BFA degree)

Educating through my Tech Art Aid tutorials channel

SKILLS & SOFTWARE PROFICIENCY

TECH for ART – Unreal Engine, Unity, Substance, Houdini

Creating **shaders**, **tools** and **visual effects for games**.

Delivering pipelines for art creation. Managing tech artists, cross-disciplinary teams.

Training through video tutorials, live streams – TechArtAid.com

PROGRAMMING – HLSL, Python, C++

Developing in-house solutions for world creation in AAA games.

Programming tools for art content authoring, automated processing.

PROFESSIONAL EXPERIENCE

CD PROJEKT RED. October 2017 – present

Engineering Manager, Tech Art

Cyberpunk 2077 (PC, Playstation, Xbox)

Cyberpunk 2077: Phantom Liberty (expansion)

The Witcher (Unreal Engine 5)

Helped develop a proprietary, **multi-layered texturing system** based, used by 100+ artists

- **[Python, Qt]** Designed and programmed a texture library management tool.
- Negotiated requirements between art and rendering teams
- **[Substance, GLSL]** Ported game engine shaders to Substance Painter, for accurate preview.
Artists can immediately see the results like in the engine.

Designed and implemented **vehicle destruction pipeline**, working in a strike team:

- **[Houdini]** Created artist-controlled simulation tools in Houdini
- **[Houdini, Python, C++]** Programmed export pipeline between Houdini and Red Engine
- **[HLSL, C++]** Created shaders for realtime, lattice-controlled deformation

[HLSL] Prepared **shaders** for environment art, gameplay effects.

[HLSL, Houdini] Implemented **procedural VFX**, based on point clouds, e.g. all “braindance” mode visuals.

Presented the solution for cyberspace & braindance at **Siggraph 2021**.

[Xbox] Optimized & debugged shaders for Xbox, PC DLSS. Member of the graphics optimization team.

[Houdini, C++] Maintained RED's **custom Houdini Engine integration**.

Mesh import/export, custom attributes, job (commandlet) system, human-readable logging.

[Houdini, Python, C++] **Mesh optimization tool** (LOD generator), with UI for Maya, game engine.

[Atlassian Confluence] **Training** artists across studio's offices. Maintaining user-friendly **documentation**.

TATE MULTIMEDIA. February 2017 – September 2017

Environment Artist

Steel Rats (PC, Playstation 4, Xbox One)

[Substance] Created **procedural materials** in Substance Designer and Painter.

[Unreal Engine] **Optimized** graphics. Maintained documentation for outsource team.

[Unreal Engine, Blender] Developed shaders. Modelled environment sets.

3DE. January 2016 – January 2017

Render Artist

[Houdini] Developed **shaders, procedurally generated assets**.

[Houdini] Created and rendered environments in Houdini.

[Python, Qt] Programmed GUI-based pipeline **tools**.

TOMORROW. December 2014 – December 2015

Senior 3D Artist

[Unity] Lead a team of 4 artists on an Oculus VR project.

[Blender] Designed, modelled and textured PBR environments.

[HLSL] Programmed all shaders in the project.

QUBICGAMES. September 2010 – December 2014

Environment Artist, Lead Level Designer

[Nintendo Dsi, 3DS] Worked on level art, design and lighting. Shipped 6 console games in total.

[Blender, Python] Programmed a level design toolkit (a Blender plugin) for a racing game series.

Helped artists to achieve high asset quality and optimise for platforms.

EDUCATION

2011 – 2016 Warsaw School of Arts. Bachelor of Fine Arts

2006 – 2010 High School of Fine Arts (Kraków, then Warsaw). Diploma in Visual Advertising

LANGUAGES

Polish – Native, English – Fluent (live podcasts, tutorials)