

Emil Dziewanowski, Technical Artist

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Experienced Technical Artist focused on shaders, procedural generation, and physics. Specialized in destruction, VFX, and lighting. Proficient in Unreal and Unity, as well as in-house engines.

Clay

Technical Art / Gamedev Consultant

- **Underdog Studio / CI Games - Sniper Ghost Warrior Franchise, Senior Technical Artist**
Prototyping Chaos destruction, custom level streaming and gore systems. UE5.
- **VarsaV Game Studios - Acting Lead Technical Artist**
Guiding an interdisciplinary team of developers to bridge skill gaps, optimize asset creation pipelines, and introduce optimization best practices. Created lightweight vertex destruction system. UE4.
- **Path of Calydra - Lighting and Performance Optimization, Technical Art Consultant**
Assisted in lighting and performance optimization by transitioning from fully dynamic lighting to lightmaps to target lower-tier devices. UE4.
- **Various other projects - Game System Prototyping, Photogrammetry, Shaders**
Provided support to start-ups in realizing their ideas during the early stages of development. Unity/UE5.

CD Projekt Red

Technical Artist

- **Cyberpunk 2077**
Developed procedural asset creation pipelines and tools. Created Substance material libraries and custom nodes. Prototyped Houdini procedural generation tools for Megablock interiors and cables.
- **The Witcher 3: Wild Hunt & Expansion Packs**
Created shaders for materials, VFX and postprocessing. Expanded the functionality of RedEngine - material editor nodes, asset browser functionality, quality of life features. Searched for rendering bottlenecks, optimized assets and shaders.

ETC-PZL Aerospace Industries

Technical Artist

- **Military and Police Training Simulators** - Introduced industry best practices to streamline asset creation workflows, including the creation of necessary scripts for 3dsMax. Acted as a liaison between the Art and Programming Teams.

3D Artist

- **Crew Training and Flight Simulators** - Developed models of aircraft, vehicles, and buildings, including textures, rigging, shaders, and engine implementation.
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Warsaw University of Technology

- **Faculty of Electronics and Information Technology, IT Resource Management** - Postgraduate Studies
 - **Faculty of Power and Aeronautical Engineering, Machine Design - Computer Aided Engineering** - Master of Science
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Skills

Unreal 5, Blueprints, C++, Unity, C#, HLSL, GLSL, Houdini, Python, VEX, Substance Designer, Nsight, RenderDoc, Blender, 3dsMax, Photoshop