

# Filip Renemark

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## Professional Summary

Technical Artist with a strong focus on procedural systems, tool development, and stylized rendering. Combines artistic sensibilities with robust programming skills in Python, C#, and shader languages.

## Experience

- Webhelp**, Helpdesk EmployeeDec 2021 – Aug 2022
  - Provided remote tech support.
  - Developed clear communication, troubleshooting, and documentation skills using ticketing systems.
- SeoDev AB**, Full Stack Engineer InternJune 2018 – July 2018
  - Contributed to frontend development in WordPress and supported backend logic.
  - Gained insights into the full software development lifecycle.

## Education

- HVD The Game Assembly**, Technical ArtAug 2024 – Dec 2025
  - Skills: Maya Autodesk, Python, procedural tools, game engines
- Forsbergs Skola**, Game ProgrammingAug 2023 – Oct 2025
  - Skills: Unity, C++, gameplay programming, technical workflows

## Skills

- Technical Art & Tools:** Houdini (proceduralism), Maya Python API, Substance 3D Painter, Substance Designer, Custom tool development for artists (rigs, generators, FX)
- Programming & Systems:** Unity (C#) with Firebase integration, editor scripting, gameplay tools; Unreal Engine (Blueprints); proprietary C++ engine; Python, C#, C++, HLSL/Shader programming
- Rendering & Shaders:** Custom shaders (Unity, DirectX11), OpenGL; Stylized rendering pipelines, lighting & FX, VFX scripting
- Pipelines & Workflow:** Automation scripting, version control (Git), internal artist tools; Agile/Scrum experience, collaborative team environments