

Filip Renemark

Technical Artist / Programmer

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Skills

Tech Art & Programming

Gameplay systems
Tools & pipelines
Shaders
Houdini workflows
Optimization

Engines

Unity
Unreal
Godot

Languages

C# (primary)
Python
VEX
C++ (working knowledge)

Shaders

Shader Graph
Unreal Materials
HLSL
GLSL

Tools

Git
Perforce

Profile

Technical artist and programmer building gameplay systems, tools, and shaders for production game projects. Comfortable across Unity, Unreal, Godot, and Houdini, moving between tech art and programming depending on project needs. Experienced working with teams, pipelines, and real production constraints.

Experience

Freelance Technical Artist / Programmer — 2024–Present

Built gameplay systems, tools, shaders, and pipelines across multiple engines. Worked with teams and clients to deliver production-ready features and support workflows.

Web Developer — SeoDev AB — 2018

Developed and maintained websites in a team environment.

Helpdesk Support — Webhelp — 2021–2022

Customer-facing technical support and problem solving.

Education

The Game Assembly — Technical Art

Forsbergs — Game Programming