

Filip Renemark

Technical Artist / Programmer

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EXPERIENCE

Freelance Technical Artist / Programmer

Self-employed • Aug 2024 – Present • Remote

Freelance Technical Artist specializing in procedural systems, VFX, and shaders across Unity, Unreal, and Godot. Comfortable moving between tech art and programming depending on project needs. Working with teams and clients to deliver production-ready features and support workflows.

PROJECTS

Mutation Protocol — VR Cyberpunk Battle Royale

Freelance • Aug 2025 – Present • Release: June 2026 • mutationprotocol.com

- Procedural weapon systems with procedural rigging and animation, baked in Houdini
- Rigging and animation via Cascadeur
- Procedural Houdini rigging, materials, and tools for character variation
- VFX integration

Camilla — Sci-Fi Prototype

Freelance • 2025 • Prototype

- Procedural character generation via Houdini HDA
- Automatic rigging based on mesh parameters
- Stylized shader library and VFX
- Modular sci-fi environment

ALRPG — Action RPG Prototype

Freelance • 2025 • Prototype

- Farming environment pack with water VFX
- PBR workflow and vertex shader-driven crop growth
- Procedural farmland tile generator
- Socket placement system for props

Helpdesk Support

Webhelp • Dec 2021 – Aug 2022 • Remote

Customer-facing technical support and problem solving.

Web Developer

SeoDev AB • Jun 2018 – Jul 2018 • On-site

Developed and maintained websites in a team environment.

SKILLS

Tech Art & Programming

Gameplay systems, tools & pipelines, shaders, Houdini workflows, optimization

Engines

Unity, Unreal Engine, Godot

Languages

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

Shaders

Shader Graph, Unreal Materials, HLSL, GLSL

Tools

Git, Perforce, Houdini, Maya, Cascadeur, Restream, Buffer

EDUCATION

The Game Assembly

Higher Vocational Degree — Technical Art

Aug 2024 – Dec 2025

Forsbergs Skola

Higher Vocational Degree — Game Programming

Aug 2023 – Oct 2025

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.