

Reseda, California 91335
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My Work Preferences

SUMMARY

Dynamic Technical Artist with expertise in Node-Based Shader Development and Game Engine Visual Effects. Proven track record in performance optimization and collaboration, enhancing mobile game experiences through effective visual solutions.

SKILLS

- Node-based shaders
- Game engine effects
- Animation systems
- Lighting and rendering
- 2D and 3D art
- Unity3D
- Unreal Engine
- 3d Studio Max
- Performance optimization
- Version control systems
- Adobe Photoshop

Roman Lembersky

EXPERIENCE

June 2024 - July 2026
Technical Artist Parallel Studio | Remote

- Collaborated with art design and engineering teams to optimize real-time visual content, enhancing player experience in a commercially released game.
- Optimized meshes, textures, materials, and shaders to reduce draw calls and maximize mobile performance.
- Worked with UI/UX artists to develop and refine visual assets for the game.
- Coordinated with developers for accurate asset implementation in game engine, ensuring visual fidelity and performance.
- Implemented lighting systems that enhanced environmental visuals while maintaining optimal performance.
- Designed special effects using particle systems, creating immersive visuals like particles, smoke trails, and explosions.

June 2023 - April 2024
Contract Senior Technical Artist Ioconic.io | Remote

- Led an international team of tech artists in maintaining support and asset implementation for an upcoming mobile horse racing mobile game.
- Researched and developed pipelines to implement Unreal Engine pixel streaming scenes into Unity3D client.
- Created Vfx utilizing Shuriken Particle Systems, and Shadergraph
- Supported the UX, Vfx, and Front End team in implementing game UI with Unity's UIToolkit.
- Optimized 2D and 3D assets, and converted Unreal game scenes into functioning Unity scenes.

April 2022 - June 2023
Lead Technical Artist TicToc Games | Burbank, CA

- Lead an international team of tech artists in maintaining support and asset implementation for the mobile game: Funko Pop Blitz.
- Implemented efficient project structure and tech art workflow for upcoming projects.
- Developed R&D prototypes for upcoming game projects.
- Conducted R&D on tools, workflows, and optimization techniques to enhance gaming experience on mobile and tablet devices.

March 2020 - April 2022
Technical Artist TicToc Games | Burbank, California

- Implemented responsive UI systems for mobile game projects, enhancing compatibility across diverse tablet and mobile devices.
- Optimized 2D and 3D assets to increase performance and reduce file size of games.
- Developed custom 2D and 3D shaders, contributing to the visual quality and uniqueness of game environments.
- Developed custom visual effects for various game projects, enhancing the overall aesthetic appeal.
- Structured and organized project files and assets, streamlining workflow and improving collaborative efficiency.
- Produced pipelines and thorough documentation regarding project asset implementations.

March 2017 - January 2020
3D Artist, Unity3D Artist VNTANA | Van Nuys, California

- Design and create VFX particle systems for a wide variety of interactive hologram experiences in Unity3D.
- Utilize a variety of node-based shader authoring software such as Shaderforge and Unity3D's Shader Graph.
- Design, model, and texture custom assets for client's interactive experiences.
- Clean up and optimize high polygon 3D Models of products from clients to be used in interactive holographic experiences.
- Work closely with the development team to create new geometry optimization software and 3D database.

February 2014 - March 2017
Lead 3D Render Artist Us Home Developers | Woodland Hills, California

- Create 3D Renders from blueprints and reference images provided by sales team, using 3D Studio Max
- Model, texture, and light digital outdoor and indoor rooms and environments for rendering.
- Collaborated with sales and design team to produce accurate 3D renderings meeting project specifications
- Organize work flow, and project schedules for a small team of 3D Render Artists.

July 2009 - July 2013
Lead Artist and Game Designer Applo Games | Woodland Hills, CA

- Designed the visual themes and art for the browser strategy game, Applo
- Created clear artistic vision guiding team of artists
- Led hiring and management of team of professional artists and programmers
- Forged partnerships with social media and gaming websites to enhance game visibility
- Constructed a 3D adaptation of Applo through the Unity 3D Engine.
- Designed and developed Flash games for Applo Games.

April 2007 - September 2008
3D Environment Artist Ludusent Inc | Santa Ana Springs, CA

- Developed 3D assets using 3ds Max for an RPG project, contributing to immersive environments
- Worked closely with the Lead Environment Artist in developing concrete visuals.
- Collaborated with animators and artists to enhance visual quality of Sky Hunter
- Supported development and design efforts for the RPG project, ensuring cohesive visual storytelling
- Designed and visually directed the game, Sky Hunter

EDUCATION AND TRAINING

March 2007
Bachelor of Science | Game Art And Design
Art Institute of Los Angeles, Santa Monica, CA

LANGUAGES

English:
Native/ Bilingual

Russian:
Professional

REFERENCES

References available upon request.