



DAWID BATKOWSKI

PROCEDURAL / TECHNICAL ARTIST

CONTACT

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- [Portfolio website](#)
- Stockholm
- [LinkedIn](#)

PROFILE

Procedural / Technical Artist focused on real-time shader development and visual effects, experienced in multidisciplinary game development using both industry-standard engines and custom game engines.

SOFTWARES

- IlluGen
- Blender
- Unity
- Unreal
- S Designer
- Houdini
- EmberGen
- Perforce
- GitHub
- GIMP
- RenderDoc
- VS/VS Code
- YouTrack

SKILLS

- HLSL/GLSL
- HTML
- CSS
- C# - Unity
- Python
- JavaScript

LANGUAGES

- **Polish:** Native
- **English:** Full Professional Proficiency
- **Swedish:** Professional Working Proficiency

EDUCATION

THE GAME ASSEMBLY, STOCKHOLM

Aug 2024 - Now

Procedural Art, Vocational Education

- Created real-time shaders and procedural visual effects
- Developed tools to support technical art and asset workflows
- Collaborated with programmers to integrate rendering features in custom engines
- Created rigs and animations for characters, props, and mechanical assets

LBS, GÖTEBORG

Aug 2021 - Jun 2024

Programming, Secondary Education

- Implemented gameplay systems and mechanics in Unity (C#)
- Collaborated on game projects using Git for version control
- Worked in small development teams to design, implement, and test gameplay features

EXPERIENCE

HRECUK STEN BYGG, GÖTEBORG

Apr 2019 - Jul 2024 (Part Time)

Roofer, Helper

- Assisted with removal and replacement of roof tiles.
- Transported and organized materials on-site to optimize workflow.