

Matias Hollmann

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[Linkedin](#)

Senior Technical Artist/ VFX Artist

EXPERIENCE

Blowfish — *Senior Technical Artist*

July 2023 - Present

Art pipeline management and tooling.
UE5 and Unity shader development
UE5 optimization
Lumen and Nanite integration
Environment texturing and lighting
Procedural generation tooling
Python tooling
Source control mentoring (Git)

Immutable — *Senior Technical Artist*

January 2020 - April 2023

Acting Technical art lead
In charge of art CI/CD, ensuring smooth development and deployment
Outsourcing art pipeline and management
Art pipeline management and tooling.
Shader and VFX development
In-game UI implementation, deployment and scripting
Tool creation, documentation and onboarding

E404 Game Studios — *Lead VFX artist/Senior Technical Artist*

January 2017 - December 2019

VFX production, VFX art direction, implementation and system/tooling development.
SCRUM master for VFX and Art teams.
Pipeline and Workflow improvements and tooling.
Shader development
Tool creation, documentation and onboarding
Animation scripting

Astrozombies — *VFX artist/ Technical Artist*

August 2017 - December 2019

VFX production, implementation and scripting
Shader and postprocessing development
Art pipeline tooling and documentation

SKILLS

Leadership

Unity

Unreal

C#

Python

UE5 Niagara VFX

Shader creation

Tool development and mentoring

Complex gameplay/art interaction implementation

In game UI deployment and scripting

Blender

Photoshop, Premiere, After Effects

Substance Painter, Substance Designer

Houdini

Git mentoring

Retool

Shotgrid (Flow) tooling

Performance optimization

Implementation tooling

DevAssets.com (Brackeys)— *Asset artist*

December 2016

Game ready asset creation and deployment.
Modeling, texturing and optimization.

Freelance— *VFX/Tech art/Modeling*

January 2016 - January 2019

VFX creation and deployment
Implementation of VFX, complex art systems and UI
In-editor tools for faster and easier art development
Modeling and texturing assets

PROJECTS

Phantom Galaxies — *Senior Technical artist*

Blowfish

phantomgalaxies.com

Biospheres (Kwerps)— *Senior Technical artist*

Blowfish

biospheres.game

Gods Unchained — *Senior Technical artist*

Immutable

godsunchained.com

Obey Me — *Lead VFX Artist/ Senior Technical artist*

E404

[Obey Me on Steam](#)

Astrozombies — *VFX Artist/ Technical art consulting*

Robot Atomico

[Astrozombies on Steam](#)

Dev Assets — *Weapon asset artist*

Brackeys

devassets.com