

# Artem Bobkov

## Technical Artist

✉ dev.artembobkov@gmail.com    ☎ +7 707 337-03-15    📍 Astana, Kazakhstan

🌐 <https://artembobkov.com/>    🏳️ Nationality: Russian



## PROFESSIONAL SUMMARY

Technical Artist specializing in building and optimizing real-time content for expansive open-world environments. I manage the full performance lifecycle, from deep-dive CPU/GPU profiling and bottleneck identification to reducing draw calls and overdraw. My expertise includes implementing scalable LOD/HLOD strategies and configuring data streaming systems to ensure project stability. On the content side, I focus on material optimization, memory budget management, and developing pipeline automation tools. I provide technical support across environment, animation, and cinematic teams. I possess hands-on skills in 3D modeling and rigging for practical asset creation. Additionally, I implement procedural generation workflows to automate production and efficiently populate large-scale game environments.

## TECHNICAL SKILLS

- **Performance & Optimization:** Comprehensive CPU/GPU profiling, identifying rendering bottlenecks, draw call & overdraw reduction, managing memory budgets, and texture streaming.
- **Technical Art (Unreal Engine):** Advanced material & shader authoring (optimization, instruction count), Blueprints (tools & logic), and cinematic pipeline support (Sequencer).
- **Scripting & Automation:** Developing internal tools and pipeline automation using **Python** and UE Python API to streamline validation and repetitive tasks.
- **DCC & Content Pipeline:** 3D modeling and UV mapping in **Blender**, procedural asset generation in **Houdini**, and foundational familiarity with rigging systems and animation workflows.
- **World Building:** Implementation of scalable **LOD/HLOD** strategies, level streaming, and technical standards for large-scale open-world environments.
- **Version Control:** Proficient in **Git** for collaborative development and branch management.

## WORK HISTORY

12/2023 Astana, Kazakhstan	<b>GFA Games, Technical Artist</b> Technical Artist at GFA Games on "PIONER", a massive open-world shooter.
01/2023 – 12/2023 Astana, Kazakhstan	<b>Fntastic, Level Artist</b> Level Artist at Fntastic on "The Day Before", Worked on large-scale world building: layout, composition, and performance-aware environment design for an ambitious open-world MMO.
03/2020 – 12/2022 Ivanovo, Russia	<b>CG Massive Studio, 3D Generalist</b> Creating cinematic trailers and promotional content for mobile games entirely inside Unreal Engine - from scene assembly and lighting to camera work, VFX, and final polish.

## EDUCATION

09/2015 – 07/2020 Moscow, Russia	<b>Plekhanov Russian University of Economics, Specialist (Diploma)</b> Major: Economic Security - economic law, tax regulation, public financial control, compliance, audit, anti-corruption principles.
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## LANGUAGES

**Russian** — Native

**English** — B1

**French** — A1