



Jagoda Piluch

J.J. Piluch

Technical Artist

Career

Lead Technical Artist DSW University

July 2021 - now

Responsibilities:

- project management,
- art & technical team management,
- design of virtual environments (Shading, VFX/Particles, Lighting, Rendering and Post-Effects, SFX, Rigging, and Physics),
- analysis app performance by profiling tools (Profiler, Profiler Analyzer, Frame Debugger),
- shader programming URP/HDRP (Shader Graph, Amplify Shader Editor, Visual Effect Graph, HLSL),
- working with UI & UX, implementing functions into UI,
- working with PBR materials (Material Maker),
- assembling the entire project into a coherent whole,
- testing and building applications for Android,
- realizing research and documentation.

DSW University Lecturer VR & PM

October 2022 - now

Responsibilities:

- conducting exercises on VR technology,
- conducting exercises on the Unity Engine,
- mentoring students in the development of their own project,
- giving revisions to projects,
- giving lectures on cognitive psychology and color psychology used in the game industry,
- giving lectures on project management, team management, team communication.

Technical Artist ExplodedView

April 2022 - May 2023

Responsibilities:

- optimization of 3D models and virtual spaces (Blender & Unity), optimization of textures,
- working with PBR materials
- working among others with the Creation Toolkit from Spacial.io and tools from ReadyPlayerMe,
- lighting design (Lighting, Global Volume, Reflection Probe, Particle System)
- shader programming URP (Shader Graph),
- implementation of animations and realizing animations in Unity (Animation, Animator, Timeline),
- working and building iOS applications, testing applications (TestFlight),
- platform configuration,
- parallel work on multiple projects and with dynamic environments,
- technical development of materials for research work in cooperation with EduVRLab lab from AGH,
- analysis app performance by profiling tools (Profiler, Profiler Analyzer)
- realization of scientific research and data analysis.

Technical Artist GiantLazer

July 2020 - December 2020

Responsibilities:

- shader programming URP (Shader Graph, C#),
- lighting design (Lighting, Global Volume, Reflection Probe, Particle System),
- texture creation and optimization (Substance Painter & Photoshop),
- 3D modeling (Blender).

Software & Hardware

Unity Engine, Blender, GitHub, GitLab, SourceTree, Git Version, Perforce, Adobe Audition, Illustrator Photoshop, Substance Painter, Substance Designer 3D, Material Maker, Maya

Contact

Email: jagodapiluch@gmail.com

J.J. Piluch

Portfolio

Link

About Me

Website

More info

Linkedin

Reference

Link

Hard Skills

- Post-Processing
- Optimization
- Modeling 3D
- Animation
- Documentation
- Data analytics
- Prototyping
- PBR Materials
- Materials & Shaders
- Fluid simulations
- Realtime performance optimization
- Scene Lighting
- Procedural Texturing
- Physics
- General Rigging
- C#, HLSL
- VFX, SFX
- UI & UX
- URP & HDRP
- UV-mapping
- Version control
- Exporting Animations

Soft Skills

- Good Communication
- Empathy
- High personal culture
- Commitment
- Independence
- Solving problems under time pressure
- Willingness to progress
- Striving for self development

Languages

Polish - Native
English - Fluent

Certificates

Amity ART
Crisis intervention

Education

Master's degree (2021 - 2023)
The Eugeniusz Geppert Academy of Art & Design, Wroclaw Poland
Bachelor's degree (2018 - 2021)
DSW University of Lower Silesia, Wroclaw Poland

Alexsander Tansman State Music School (2009-2015)