



Maciej Sojka

Technical Artist

With passion for rendering & real-time graphics

Contact

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www.maciejsojka.dev

Education

Graphics Design
Academy of Fine Arts
in Lodz, Poland
2017-2022

Spec. Visual Advert
State High School of Fine Arts
in Lodz, Poland
2012-2016

Skills

Engines
- Unity / Unreal Engine

Programming
- C#, C++, Rust, Python
- HLSL, GLSL, SLANG
- Visual scripting
- Shader graphs
- Vulkan API
- Git

DCC
- Houdini, Blender, Maya
- Substance Desinger

Profiling
- Nvidia Nsight / Render Doc
- Unity Memory Profiler
- Unity Profiler

Additional
- Good communication
- Managing Teams
- Problem solving

Hobby
- Custom Game Engine
(Vulkan + Rust + Slang)

About Me

Technical Artist with strong focus on shaders, real-time graphics and rendering, with nearly 5 years of experience working between art and programming. I enjoy solving visual and technical problems, improving workflows, and continuously developing my skills in real-time rendering.

My background includes **HLSL**, **custom render passes**, and experiments with **low-level graphics** concepts such as **Vulkan**, which helps me better understand how rendering works beyond engine-level workflows.

Experience

BLUM ENTERTAINMENT
Entertainment 07.2020 - 04.2026 (5 years 10 months)

Technical Artist / Art Director
07.2021 - 04.2026 (4 years 10 months)

- Responsibilities**
- Master shaders (characters, environments) - Shader Graph, HLSL
 - Custom render passes and Compute shaders (C# + HLSL)
 - Engine graphics tools for artists (C#)
 - Procedural tools in Houdini (Terrain, time-based building system)
 - Graphics pipeline setup and improvements
 - Profiling and optimization
 - Bridge between art and programming
 - Post-processing and lighting setup
 - Problem solving with Unity Engine
 - Scene optimization
 - Team managment

- Projects (with links to steam)**
- Builders of Greece (City builder)
 - Viking Frontiers (Survival)
 - Crown of Greed (RTS)
 - Ghost Keeper (Logic/Strategy)
 - (Unreleased) Gimle The broken Prophecy (RPG)

Art Director
03.2021 - 07.2021 (4 months)

Art Lead
10.2020 - 03.2021 (5 months)

Concept Artist
07.2020 - 10.2020 (3 months)

