



Stefan Loser

Technical Artist

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Malmö, Sweden

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Dedicated to art and code since 2014. Solving problems and optimising workflows as a passion.

WORK EXPERIENCE

Principal Technical Artist Apog Labs

07/2024 - Present Malmö, Sweden

- Achievements/Tasks
- building the Open World Pipeline with PCG, Houdini and UE5
- various Performance and Productivity tools as well as Materials

Senior Technical Artist Avalanche Studios

02/2024 - 06/2024 Malmö, Sweden

- Achievements/Tasks
- Creating Tools with Vex, C++ and Python in Maya, Apex and Houdini

Principal / Lead Technical Artist Shapefarm

10/2022 - 02/2024 Berlin, Germany

- Achievements/Tasks
- Creating tools with UE5's Python / BP and C++
- Define and maintain content and in-engine pipelines

Senior Technical Artist / Acting Lead Gunzilla Games

04/2021 - 10/2022 Frankfurt, Germany

- Achievements/Tasks
- Creating the Open World Pipeline with Houdini and UE5
- Leading a team of 8 Tech Artists, including project management

Technical Artist Yager Development

12/2019 - 04/2021 Berlin, Germany

- Achievements/Tasks
- Profiling and Level / Material Optimization
- C++ / Blueprint Pipeline Tool Development

Technical Artist TT Odyssey

08/2018 - 11/2019 Brighton, UK

- Tasks
- Tool Programming for e.g. Unity, Photoshop, May
- Graphics Programming and Rigging Support

Junior Developer Treasurehunt

08/2015 - 08/2018 Berlin, Germany

- Mobile Games Developer founded in 2014 working with Unity3D.
- Tasks
- Gameplay, Tool and Backend Programming in C#
- Shader programming in CG and GLSL

SKILLS

- Object Oriented Programming
- Procedural World Building
- Graphics Programming
- Profiling
- Pipeline Development
- Shader
- Project Management
- UX Design
- VFX
- Image Editing
- Rigging

ACHIEVEMENTS

Bachelor of Science (03/2015)

German Developer Award: Best Story (2016)
Silence The Whispered World 2

German Developer Award: Best Visuals (2016)
Silence The Whispered World 2

German Developer Award: Best Sound (2016)
Silence The Whispered World 2

CERTIFICATES

English in Computer Science and Information Technology at level C1.1 CEF (2013)
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LANGUAGES

- German ● ● ● ● ●
- English ● ● ● ● ●
- French ● ● ○ ○ ○
- Spanish ● ○ ○ ○ ○
- Swedish ● ○ ○ ○ ○