

Ivar Sidorsson

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Summary

Game programmer experienced with technical art, open for relocation

Work Experience

Technical Art Intern @ Birdisland (Sep 2025 - Jan 2026)

- Established and documented Houdini pipeline for Unity projects, giving level designers access to procedural tools that scale for open world environments
- Independently created VFX backend and VFX for abilities, items, and status effects, resulting in greatly improved gameplay feedback during public playtest sessions
- Engaged in voluntarily hosting multiple playtest sessions at public events, giving an unbiased feedback-cycle and guiding task prioritization
- Established documentation pipeline for projects suffering from recent layoffs, redocumented forgotten inhouse-tools resulting in improved development time

Education

Technical Art @ The Game Assembly Malmö (Sep 2024 - Jun 2025)

- Led Houdini pipeline for Unreal Engine projects, enabling procedural and simulated hero props to be built by level designers
- Ownership of custom engine asset/level exporter in Unreal with automatic Perforce integration, going from a very manual pipeline to single-click play experience without popups and prompts for artists
- Ownership of post process and highlight effects in all Vrak projects, improving responsiveness and gameplay feedback

Game Programming @ The Game Assembly Malmö (Sep 2022 - Jun 2024)

- Led and organized recurring meetings for multiple (~18 people) team projects that initially failed to fill all criteria required for a passing grade, resulting in consistent engagement, improved morale and strategization, and finally a passing grade after a 6-month period
- Fixed major issues in areas outside of my ownership in Spirits & Spirits, Mochi The Longest Tuesday, Spite Plague Purge, Eggscapism, and Wolls, resulting in a passing grade and gratefulness from the team for enabling them to receive CSN
- Ownership of the Pretty Fly C++ graphics engine, implemented shadow mapping, culling, level of detail, and optimizations. The engine was restructured to allow tech artists to hook visual effects, post process effects, and see shader changes realtime in-engine
- Decided to study tech art to learn more about art pipelines

Programmer Skills

Unity	Scriptable objects, custom inspectors/properties, custom SRP render passes
Unreal Engine	Blueprint/C++, UMG, Slate, replication, Online Subsystem Steam
Perforce	Used daily at The Game Assembly, troubleshooted for artists and did project setup
Git	Used daily at Birdisland, experienced with Git LFS, submodules, GUI and commandline
C++	Multithreading, Win32, Direct3D 11, Dear ImGui, CMake
C#	Unity
RenderDoc	Used in Unity, custom engines from The Game Assembly, hobby Vulkan engine
HLSL	Used in Unity, custom engines from The Game Assembly, Unreal custom nodes

Pipeline Skills

Unity	Visual effects graph, shader graph, terrain, navmeshes, animator controllers, behavior graph, building process, Houdini Engine for Unity
Unreal Engine	Niagara, materials, animation blueprints, UMG, metasounds, Houdini Engine for Unreal
Houdini	Procedural tools using basic SOPs, VEX, VDBs, Copernicus, heightfields, fracturing, simulation
Blender	SubD, sculpting, retopology, UV mapping, baking textures
Substance Designer	VFX textures
Substance Painter	Prop texturing, baking textures
Affinity Photo	Tiling textures, VFX textures
Python	Blender plugins, Houdini automation

Miscellaneous

- Winner of Spilprisen 2026 Talents of the Year
- Unreal 4 C++ Multiplayer Master: Intermediate Game Dev at [GameDev.tv](https://www.gamedev.tv)
- Nordic Game Conference 2025 volunteer