

Bondhan Kimbalazani

www.bondhan.com

10+ years of experience in tech/creative industry, ranging from feature film, AAA video games, AR/VR in various studios and companies around the world. Currently focusing on tech art, prototyping, automation, art direction, world building and all visual aspect of a interactive experience.

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📍 Cambridge

🌐 www.bondhan.com

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WORK EXPERIENCE

Technical Artist

Niantic Inc.

08/2021 - Present

London

Achievements/Tasks

- AR/Geolocation Project (Unity, C#, GLSL)
- Various Unity tools, scripting, shader, optimisation effort.
- ARDK / Lightship prototyping.

Senior Technical Artist

Unity Technologies

11/2019 - 07/2021

Cambridge

Achievements/Tasks

- Delivered various Unity templates (HDRP, content samples) and Unity SNAPS
- Technical art support for outsourcing vendor (pipeline, shader)
- Prototyping and design for Unity Lookdev Studio

Senior Technical Artist

Arm Ltd.

03/2016 - 10/2019

Cambridge

Achievements/Tasks

- Worked within team of software engineers developing cutting edge technical demo to showcase features of Arm Mali mobile GPU.
- Managed asset and engineering outsourcing.
- In charge of all visual aspect of the demo such as art direction, rigging, VFX , tech art.
- Released Mobile and VR technical demo showcased at graphic related event.
- Collaborated with other org within Arm on an IoT tech demo shown at various tech event.

Asset/Environment Artist

Rocksteady Studios

04/2013 - 02/2016

London

Achievements/Tasks

- Worked on Batman: Arkham Knight, its DLC and Batman: ArkhamVR.
- Responsible mainly on weapons, hero assets and interactable objects.
- Producing benchmark asset, managing outsourced stuff.

Senior Artist

Bohemia Interactive Simulations

09/2011 - 02/2013

Prague

Achievements/Tasks

- Created many different characters and vehicles for military simulations.
- Developed visually complex gameplay features and working closely with game designer.

Vehicle Artist

Codemasters Studios

07/2008 - 03/2011

Kuala Lumpur

Achievements/Tasks

- Worked on many different vehicles which was created with high degree accuracy for various racing game, such as Dirt and Formula 1.

SKILLS

Prototyping

C#

3D Modelling

Texturing

World Building

VR

Technical Art

Shaders

Unity

Unreal

PROFESSIONAL PROJECTS

Unity SNAPS [🔗](#)

Arm Guide for Unity Developers [🔗](#)

Circuit VR (GearVR) [🔗](#)

- Technical demo on Samsung GearVR showcasing mobile multiview and foveated rendering.

Batman: Arkham VR (Playstation VR, PC) [🔗](#)

Batman: Arkham Knight (PS4, XboxOne, PC) [🔗](#)

Dirt 3 (Xbox360, PS3, PC)

F1 2010 (Xbox360, PS3, PC)

Dirt 2 (Xbox360, PS3, PC)

Bodycount (Xbox360, PS3, PC)

EDUCATION

BA Visual Communication Design

State University of Malang

Indonesia