

# Bondhan Kimbalazani

## Tech Art

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<https://www.bondhan.com/> | <https://gist.github.com/aobond2>

### PROFILE

15+ 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.

### PROFESSIONAL EXPERIENCE

- |   |  |
|---|--|
| <b>Principal Technical Artist</b><br><b>Improbable</b>   | 07/2023 – present<br>London,<br>United Kingdom             |
| <ul style="list-style-type: none"><li>Supporting the art team with tools, automation and all things technical.</li><li>Designed, planned and executed pipeline development for modular character creation. From DCC, to web to Unreal.</li><li>Developed and extended character tools used by other technical artist/rigger.</li><li>Various R&amp;D from VFX, complex shader, character customisation to procedural content generation.</li><li>Collaborated with engineers, artists and producers on all these effort.</li></ul> <i>Unreal, Maya, Blender - Python, Blueprint</i> |  |
| <b>Lead Technical Artist</b><br><b>Superbloom</b>    | 11/2022 – 07/2023<br>Remote                                |
| <ul style="list-style-type: none"><li>Owned all things pipeline.</li><li>Emphasized on optimizing processes for speed, automation, robustness, and ease of use.</li><li>Developed, maintained, and extended various tools and addons mainly for Blender and Unity, as well as supplementary tooling for Google Sheet, and Retool.</li><li>Python, C#, and JavaScript, to achieve these objectives.</li></ul> <i>Blender, Python, Unity, C#, Javascript</i>  |  |
| <b>Technical Artist</b><br><b>Niantic Inc</b>    | 07/2021 – 08/2022<br>London,<br>United Kingdom             |
| <ul style="list-style-type: none"><li>AR/Geolocation Project</li><li>Various Unity tools, scripting, shader, optimization effort.</li><li>ARDK / Lightship prototyping.</li><li>Created various tools and system to empower and enable artist.</li><li>Supporting the team to make better art and doing it more efficiently</li></ul> <i>Unity, C#, GLSL</i>  |  |
| <b>Senior Technical Artist</b><br><b>Unity Technologies</b>    | 11/2019 – 07/2021<br>Remote / Cambridge,<br>United Kingdom |
| <ul style="list-style-type: none"><li>Delivered various Unity templates (HDRP, content samples) and Unity SNAPS</li><li>Technical art support for outsourcing vendor (pipeline, shader)</li><li>Prototyping and design for Unity Lookdev Studio</li></ul>   |  |

Unity, C#

## Senior Technical Artist

03/2016 – 10/2019

### Arm Ltd.

Cambridge,

United Kingdom

- 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.

Unreal, Blueprint, Unity, C#

## Asset/Environment Artist

04/2013 – 02/2016

### Rocksteady Studios

London,

United Kingdom

- 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

09/2011 – 02/2013

### Bohemia Interactive Simulations

Prague, Czech Republic

- Worked on VBS military simulation, creating various characters, vehicles and weapons.

## Vehicle Artist

07/2008 – 03/2011

### Codemasters

Kuala Lumpur, Malaysia

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

## EDUCATION

### BA Visual Communication Design

Malang, Indonesia

### Universitas Negeri Malang

## PROJECTS

### Unity HDRP Template

### 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)

## SKILLS

- C#
- Prototyping
- Unreal
- Technical Art
- Texturing
- Pipeline
- Python
- Unity
- Shaders
- 3D Modelling
- Tools Creation