

Savely Elistratov

Technical Artist | Rendering · Tools · VFX

Email: shakoretka@ya.ru

Website <https://shakoretka.github.io/>

Technical Artist with 3+ years of experience creating real-time rendering, tools, and VFX for games. Works with Unity and Unreal Engine, focused on material pipelines, procedural workflows, and production tooling. Practical experience with SpeedTree-based vegetation, shader development, scripting, post-processing, and performance optimization for large game environments.

Technical Skills

Unity

Shaders, Post-processing, VFX Graph, Shuriken, editor Tools, asset, terrain, water, scene optimization

Unreal Engine

Material Editor, Rendering workflows, World Partition, HLOD, Profiling and Optimization

Rendering & Shaders

HLSL, GLSL, Shader Graph, Compute shaders, Post-processing

VFX

Real-time VFX, Flipbooks, VAT, Simulations, Vector fields, Realistic effects, Particle systems

Tools & Scripting

C#, Python, WPF, Lua, JavaScript (Three.js), Custom editor tools and Automation

Procedural & DCC

Houdini, Maya, SpeedTree, Substance 3D, Photoshop, Blender, Embergen, LiquidGen

Optimization & Profiling

Intel GPA, RenderDoc, nSight, Shader, asset, scene, and particle system optimization

AI tools

GPT, ComfyUI, LMStudio, Huggingface, TensorFlow

Soft Skills

English (Professional working proficiency)
Strong communication and mentoring skills
Team-focused, proactive, detail-oriented

Professional Experience

Dream Dock | Senior Technical Artist

"Dreadmoor" (announced on IGN) FPS, Action

Unreal Engine 5 | May 2025 - December 2025 | Remote

- Built a unified environment material pipeline (master materials, layered setups, material functions) covering solid meshes, atlases, transparent assets, and vegetation.
- Developed a production vegetation workflow using SpeedTree: tree creation, texture authoring, LODs, foliage materials.
- Integrated environment pipeline with World Partition to support streaming and large open locations.
- Worked on post effects, water, volumetric fog, and cloud shadow systems.

Root Code | Middle Technical Artist

Unannounced 3D RTS Game

Unity | April 2024 – January 2025 | Remote

- Created real-time shaders and VFX systems in Unity.
- Developed custom Unity editor tools and runtime utilities to support production workflows.
- Integrated terrain and water systems, along with third-party plugins.
- Performed profiling and optimization of scenes, assets, and effects.

Jet Style | Junior VFX Artist

A'DAM Tower VR Ride, Metaverse spaces

Unity, Spatial, VRChat SDK | September 2022 – April 2024 | Ekaterinburg, Russia

- Authored real-time VFX including flipbooks, simulations, vector fields, VAT workflows, and custom shaders.
- Implemented effect logic and behavior using Lua and C#.
- Optimized VFX and particle systems for VR and mobile platforms.
- Promoted from Intern to Junior position.