Ígor Abreu

TECHNICAL ARTIST

Info

Brazil

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igorabreu.devv@gmail.com

Skills

Shaders

HLSL

GLSL

C/C++

C#

Blender

Universal Renderer Pipeline

Links

Portfolio

LinkedIn

Profile

Technical Artist graduated in Computer Science, with a focus on shader development and rendering pipeline optimization. Proficient in HLSL/GLSL shader programming across OpenGL, Unity Engine, Unreal Engine, and Godot, with additional experience in 3D modeling, asset preparation, and material/shader creation in Blender. Experienced in custom shader development, performance optimization using RenderDoc profiling, and building technical tools that bridge artistic vision with efficient technical implementation. Programming skills in C/C++ and C#, with experience in real-time graphics, 2D/3D game development, and AR/VR applications.

Employment History

Technical Artist, Madpine Studios, Remote

JAN 2024 — JAN 2026

madpinestudios.com

I developed and maintained rendering pipelines for 2D and 3D games, creating custom shaders to improve visual quality and optimize performance. I collaborated closely with artists to implement technical solutions that balanced artistic intent with performance constraints, ensuring smooth gameplay experiences across multiple platforms.

Education

Bachelor in Computer Science, Federal Institute of Maranhão (IFMA), Caxias

2021 — 2024

Publications

BellatorVR: A Virtual Reality Application to Support Firearms Training for Military Police, SEMISH

JUL 2025

This paper presents BellatorVR, a virtual reality application designed to support firearms training for the Military Police of Caxias, Maranhão, developed using Unity, Blender, and Substance Painter. The project focuses on realistic weapon handling, interaction systems, and performance-optimized 3D assets within a controlled virtual environment.

Link: sol.sbc.org.br/index.php/semish/article/view/36833

Extra-curricular activities

III Computer Science Week: Market and Innovation, IFMA

MAY 2023

Artistic Logical Thinking: Technical Art for Web and Games with Three.js and Blender, IFMA

MAY 2023

Visual Thinking: Game Development and Technical Art Using Unity and Blender, IFMA

MAY 2023

Hero's Journey: Games and Computer Graphics Industry, IFMA

MAY 2023