

Andrei Khristoradov - Senior Technical Artist

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Hi. I'm a Senior Technical Artist with over 8 years of Unreal Engine experience. I work across many technical areas, specializing in: **Procedural Content**, **Materials and Shaders**, **VFX systems**, and **Performance Optimization**.

Work Experience

Focuspoint Studios, NL - 2025 - Current -

- Senior Technical Artist** (Present) Unannounced Project (NDA)
 - PCG
 - Gameplay VFX

Fusion Interactive, NL - 2024 -

- Senior Technical Artist** Mandragora: Whispers of the Witch Tree
 - Performance Analysis
 - GPU Profiling
 - Performance Reports & Optimization
- Senior Technical Artist** Cyber Clutch: Hot Import Nights
 - Support Team
 - Gameplay VFX
 - Automation
- Technical VFX Artist** Astro Chef
 - Niagara VFX
 - Blueprints & C++
 - VR Performance Analysis
 - Performance & Optimization

Team6 Game Studios, NL - 2017 - 2024 -

- Technical Artist** NASCAR: Arcade Rush
 - Niagara VFX
 - Crowd System Enhancement
 - Vehicle Team Support
 - Performance Optimization
 - Vehicle Customization
- Technical Artist/Lead Vehicle Artist** NHRA: Speed For All
 - Placement Tools
 - Vehicle Decal Customization System
 - Car Shaders & Materials
 - Vehicle Team Lead & Support
- Art Director** Street Outlaws 2: Winner Takes All
 - Vehicle Team Lead
 - Outsource Team Management
 - Shaders and Materials
- Art Director** Taxi Chaos
 - Building Generation (Houdini)
 - Materials & Shaders
 - Vertex Animation Effects
 - Performance Optimization
 - Outsource Team Supervision
- Lead Vehicle Artist** Street Outlaws: The List
 - Vehicle Team Management
 - Unity HDRP Shaders
 - Performance Optimization, Profiling
 - Vehicle Modeling
- Junior Technical Artist** Super Street: The Game **Monster Jam: Crush It!**
 - UE4 Shader and Materials
 - Performance Optimization
 - 3D Vehicle Creation

Expertise

- Unreal Engine
- Niagara VFX
- Vector Math
- Blueprint & C++
- Shaders
- HLSL
- Material Graph
- RenderDoc
- PCG
- Houdini SideFX
- Substance
- Performance Optimization
- Adobe Photoshop

Education

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| Bachelor of Science - Creative Media and Game Technologies
Saxion University of Applied Sciences, The Netherlands
GPA: 8.6/10 09/2014 - 07/2018 (With Honours and Distinction) | Bachelor of Management - Business Administration and Management
Peter the Great St.Petersburg Polytechnic University, Russian Federation
GPA: 4.5/5 09/2005 - 07/2010 |
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