

Christian Stanislawski – Technical Artist

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About Me:

I'm a skilled Technical Artist graduate from BCIT, with expertise in Unreal Engine. I excel in creating tools, troubleshooting, and delivering high-quality visual experiences.

I have a passion for lighting, shaders, scripted tools, and environment creation. I'm a versatile generalist, constantly staying updated on industry trends. I'm driven to create innovative tools that enhance productivity and foster collaboration.

Experience:

Technical Artist - Freelancer

[Scorplay](#). (March 2025) Brazil

- Independent VFX Artist & Tool Developer | Delivering Assets & Effects for Feature Films, Commercials & Games

Unreal Technical Director

[THE THIRD FLOOR Inc.](#) (Dec 2022 to Feb 2025) Vancouver, British Columbia, Canada

- Support different departments (Lighting, FX, Animation, Comp), solving problems and requests.
- Render shots following stakeholder specifications, ensuring optimal results.
- Conducted comprehensive research and generated detailed documentation on emerging trends and innovative tool development.
- Proficiently diagnosed and resolved issues related to models, shaders, blueprints, FX, and renders through effective troubleshooting and remedial actions.
- Develop tools with Visual Scripting and Python to improve workflow.
- Creating Niagara FX and shader

Level Designer • Game - Decimate

[Vancouver Film School](#) • 05/2020 - 10/2020

- Decimate is an Isometric, Single-Player, Hack 'n' Slash and Bullet Hell game.
- Worked on the GDD, LDD, and provide Creative ideas during pre-production
- Worked on level design, set dressing, lighting, and post-processing

- Created FX and animated assets for the game to give life and depth to the environment.
- Helped maintain the vision and worked on combat design and game balance
- QA troubleshooting bugs and getting the best gameplay experience

Founder and Owner esports website

[BSOG - Brazilian Series of Games](#) • 01/2014 - 01/2019

- Founded the Brazilian Series of Games, the very First esports organization to broadcast an esports tournament series in a Brazilian cable TV Channel ([Bandsports](#)) which open the door to other esports organizations start to broadcast their tournaments
- Plan the competitive seasonal structure, format, and schedule for over 100 online and offline tournaments.
- Define the product requirements and managed partners and vendors to ensure satisfactory execution, ensure satisfactory implementation of the requirements.
- Draft and enforce regulations, policies, and rules.
- Planned small and medium-scale events, using critical thinking to manage all aspects of event production, including conceptualizing, designing, planning, and execution.
- Postmortem to evaluate results of the event, processes, and procedures, to improve quality, cost, and time.
- Handle event logistics, including collection and handling of various documentation and communication with teams and players before, during, and after the event.
- Coordinate marketing. Community manager and support.

Software:

Unreal Engine, Unity, Maya, Houdini, Illustrator, Adobe Premiere, Adobe Audition, Adobe Photoshop, Substance Designer 3D.

Programming Language: Python, Visual Scripting (Learning C++)

Education:

Degree in Technical Artist - [British Columbia Institute of Technology](#) (09/2021 - 09/2022)

Degree in Game Design - [Vancouver Film School](#) (09/2019 - 09/2020)

Business Administration - [Paulista University](#) (01/2001 - 01/2005)

Technical Electronic - [Oswaldo Cruz University](#) (01/1992 - 01/1996)

Awards:

[Credicard](#) "Test and Approved" – 2005 - Developed and implemented a reverse Auction system to reduce cost at the purchasing department.