



# Murilo Chayel

SENIOR TECHNICAL ARTIST

## Details

Brazil

+55 99 9 81052422

[murilochayel@gmail.com](mailto:murilochayel@gmail.com)

## Links

[LinkedIn](#)

[Portfolio](#)

## Skills

HLSL | Shaders | Materials

C | C++ | C#

Modeling | Rigging | Animation

Substance Painter | Designer |

Photoshop

Unity | Unreal | Godot

## Profile

Senior Technical Artist adept at driving real-time graphics excellence via advanced HLSL/GLSL shader design and seamless C++/C# systems integration, streamlining art pipelines to deliver high-performance, visually compelling experiences across 2D and 3D environments.

## Employment History

### Senior Technical Artist, Epic Games

JAN 2025 – PRESENT

I develop and optimize HLSL shaders, modular material systems and lookdev materials, integrating C++ and Blueprint tools to deliver the high-performance visuals and efficient pipelines behind titles like Rocket League and Fortnite, while co-ideating rendering features such as complex vegetation systems and prop-base materials, executing performance tests and GPU profiling, and crafting specialized effects from anisotropic sand to character environment pipelines.

### Lead Technical Artist, Self Employe - Madpine Studio

JAN 2022 – JAN 2025

I develop and optimize HLSL shaders, URP materials, and compute-shader-driven systems in Unity, with a focus on scalable rendering architecture and real-time lookdev pipelines. My work targets high-performance visuals through efficient shader design, GPU profiling, and performance validation, delivering production-ready results for real-time projects. I collaborate on rendering features and advanced material workflows, building custom URP shaders, compute-based effects, and robust material pipelines for props and environments in Unity.

### Senior Technical Artist, ARVORE Immersive Experiences, Remote

JUN 2024 – JAN 2025

I develop core real-time VFX features using C# and HLSL in Unity, owning and evolving the VFX and rendering pipeline with a strong focus on performance and scalability. My work includes designing and optimizing advanced vertex, fragment, geometry, tessellation, and compute shader solutions, integrating them into URP workflows, and validating results through GPU profiling and stress testing to ensure high visual fidelity in production environments.

### Senior Technical Artist, FireGeckko Studio, Dubai

JAN 2024 – JUL 2024

I designed and implemented 3D rendering pipelines for artistic and interactive web components using WebGL, developed gameplay features, and authored HLSL shaders (compute, vertex, geometry, and fragment), playing a key role in the successful launch of the game.

### Technical Artist, VirtualiSurg, Remote

JUN 2023 – DEC 2023

I develop technical training solutions for health applications on devices such as Quest 2, Quest 3, and mobile. My work includes creating innovative features using HLSL, raymarching, SDF, Blender, and WebGL, delivering high-performance and visually engaging solutions.

### Technical Artist, LightFarm Studios, Rio de Janeiro

JUN 2022 – AUG 2023

I developed 3D rendering pipelines using WebGL for web-based applications, designed gameplay features, and contributed to award-winning projects showcased at both international and national conferences.

## **Game Developer, Puzzl Software House, Rio de Janeiro**

MAY 2022 – AUG 2023

Developed gameplay features and technical art for visualizing abstract data, optimized 3D artist pipelines, and created web-viewable components with WebGL.

## **Unity Developer, Instituto Atlântico, Fortaleza**

MAY 2021 – FEB 2022

Worked as AR and VR developer, creating immersive experiences, optimizing performance, and integrating AR and VR technologies with Computer Graphics.