

Tal Ermolenko | Technical Artist

Rosh HaAyin, Israel | 0502727962 | [Site](#) | [LinkedIn Profile](#)

Professional Profile:

Bridging creative vision and engine reality to build immersive game worlds. Specialized in end-to-end Unity workflows, custom Shader Graph, and AI-assisted tools. Passionate about the aesthetic and technical layers of game development, bringing a strong foundation in 3D art, pipeline optimization, and data-driven audio architecture.

Core Competencies Engines & Logic: Unity 6 (URP, HDRP), C#, AI-Assisted Development (Claude)

Technical Art: Maya, ZBrush, Substance Painter, Shader Graph, Custom Editor Tools, PBR

Audio Production: FL Studio, SFX Design, Data-Driven Audio Systems, Mix & Mastering

Management & Languages: GitHub, Jira | Hebrew (Native), Russian (Fluent), English (Good)

Game Development Projects:

The Haunted Cabin: Developed a 3D dark fantasy diorama, managing the full Unity pipeline including asset creation, PBR setups, custom shaders, and Timeline integration.

Sky Survivors | Technical Artist: Led the technical art pipeline for a team survival roguelike. Handled 3D modeling, sound design, UI, and built optimized workflows to bridge art and development.

Retro Boomer Shooter | Solo Developer: Independently developed a fully playable FPS, focusing heavily on core engine logic, robust gameplay mechanics, and a complete game loop.

Professional Experience:

Music Producer & Audio Engineer | Private Studio (2021 – Present): Manage end-to-end audio production cycles for clients. Handle recording, editing, mixing, and mastering using FL Studio and AI tools to deliver polished, broadcast-ready tracks.

Study Advisor | The Open University (2019 – 2021): Guided prospective students through academic programs. Managed sales cycles and consistently met enrollment targets, demonstrating strong communication and client relations skills.

Military Service | IDF: Completed full mandatory service in a combat role, developing high resilience, adaptability, and the ability to excel in high-pressure environments.

Education Tiltan College of Design & Visual Communication (2023 – Present):

European Degree in Game Development & Certificate Diploma

High School: Full High School Diploma