

▼ Daniel

Uprimny Arcos



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arcostech.art

▼ Technical Artist

▼ Apps



▼ Languages

▼ Spanish (Native)

▼ English (A2)

▼ German (B2)

▼ Skills

▼ Procedural
Generation

▼ Art Tools

▼ Performance
Optimization

▼ Python

▼ Basic C++

▼ Teamwork

▼ Communication

▼ Experience

▼ stillalive studios

2018 - 2025

Designed and implemented procedural content generation pipelines in Houdini for integration into Unreal Engine.

Built artist-friendly tools to improve iteration and world-building workflows.

Optimized asset performance, streaming systems, and shaders for stable runtime.

Collaborated with design, art, and production teams to align technical solutions with creative goals.

▼ Education

▼ Rebelway

2025

- Realtime FX For Games And Cinematics
- Vex For Houdini Artists

▼ SAE Institute Vienna

2015 - 2017

Diploma of Education, Game Design (3D Art & Game Programming)

▼ Prayner Konservatorium

2011 - 2014

Diploma of Education, Music Theory and Composition

▼ Projects

▼ Bus Bound

Combined Houdini road and environment generation with PCG systems for scalable world creation; created tools for artists and managed cluttering and distribution systems.

▼ Bus Simulator 21

Used Houdini to generate road networks and distributed roadside elements; developed artist tooling and handled map cluttering.

▼ Bus Simulator 18 Map Extension

Responsible for map cluttering and asset placement for the expanded areas.