

MAX OKHRIMENKO

Unreal Engine Developer · Technical Artist

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PROFILE

Unreal Engine developer and technical artist — ~5 years of production Unreal on top of 8+ years in CGI across several adjacent studios, where I've done the full range: from post-production and motion design to 3D visualization and real-time Unreal development. I build interactive archviz products end-to-end — a UE 5.3 C++ pixel-streaming runtime, an automated Datasmith→.pak pipeline (C++/Python), a 3ds Max Python exporter, and React/TypeScript web viewers over WebRTC. The art foundation — lighting, materials, Houdini VFX, full post-production — now amplifies the engineering.

EXPERIENCE

Unreal Engine Developer & Technical Artist · ArchiCGI · Kyiv Sep 2021 – Present

- Delivered **20+ interactive Unreal Engine scenes** for real-estate and architecture clients — interactive tours, VR/AR experiences and real-time presentations.
- Built a **UE 5.3 C++ pixel-streaming runtime** — dynamic .pak download/mount over HTTP (ranged downloads, caching, LRU) with full scene control (camera, lighting, actors, saves/undo) over the WebRTC DataChannel.
- Wrote a **typed C++ application framework** (POI, camera pawns, ambient crowd & spline traffic, lighting manager) on World Partition; automated a Datasmith→.pak pipeline (C++/Python) with 30+ Python optimization scripts.
- UMG UI** for VR/touch/exhibitions, runtime photo mode, MetaHuman/Live Link and Niagara; React/TypeScript web viewers driving the stream; optimization to stable FPS on standalone Meta Quest.

3D Artist & Technical Artist · ARCHIVIZER · Kyiv 2019 – 2021

- Interior, exterior and product visualization: modeling, texturing, lighting and rendering in **V-Ray and Corona** (3ds Max); brought early interactive scenes into Unreal Engine.
- Houdini VFX** and simulations (RBD/destruction), camera tracking and CG integration; collaborated with architects and optimized workflows.

Motion Designer & 3D Artist · CGIFurniture · Kyiv 2018 – 2021

- 3D motion graphics for advertising and branding — product animations and dynamic visualizations; full **post-production** (editing, color grading, compositing, tracking in After Effects, Nuke, DaVinci Resolve) — the craft behind the technical-art eye I bring to Unreal.

SIDE PROJECT

Prismix — [prismix.dev](#) · solo AI product 2026 – Present

- Designed, built and shipped solo an “AI Hub” web platform (status of 77 AI services, news, MCP directory). Astro/TypeScript on Cloudflare; 437 pages, 90 API routes, **~1,100 unit tests gating CI** — built end-to-end with an AI-agent workflow (Claude Code).

SKILLS

Unreal Engine	Blueprints, C++, UMG, Material Editor, Niagara, Animation Blueprints, Sequencer, Datasmith, Pixel Streaming, Nanite, Lumen, World Partition, MetaHuman / Live Link, VR (Meta Quest, OpenXR), UE Python, custom source builds
Technical Art / VFX	Houdini (RBD, sims, HDA, VEX), Houdini Engine, procedural workflows, lighting, shading, performance optimization & profiling
Pipeline / Tooling	Python (pymxs, PySide), headless RunUAT packaging, Perforce / Git, CI (GitHub Actions), self-hosted infrastructure
AI / Automation	Claude Code, agent workflows, MCP integration, Python automation, local LLM stacks
Web	TypeScript, React / Next.js, Astro, WebRTC integration, Cloudflare
3D / Post-Production	3ds Max, V-Ray / Corona, After Effects, Nuke, DaVinci Resolve — modeling, texturing, editing, grading, compositing

EDUCATION & COURSES

Bachelor's, Engineering — Kyiv College of Communication	2013–2020
UE5 C++ Developer — GameDev.tv (Udemy)	2025

LANGUAGES

Ukrainian	native
English	B2