FLORIAN MM

Innovative and detail-oriented Technical Artist with a strong foundation in Unreal Engine 5, specializing in real-time graphics for live sports, interactive games, and immersive VR simulations. Skilled in bridging the gap between art and engineering, with a focus on optimizing visual performance, creating dynamic environments, and developing custom tools and workflows. Proven ability to collaborate across multidisciplinary teams to deliver visually compelling and technically robust content under tight deadlines. Skilled in scripting / Blueprints, ensuring seamless integration and performance optimization across multiple platforms. Major career roles include sports graphics for the Premier League Football, Sky Sports graphics, Cryptoverse and UK Military VR simulations.

PERSONAL DETAILS

Name
Florian MM

Address
Notting Hill
London, W11 4DL

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07508174893

Email
florian.mihaj91@gmail.com

Place of birth
UK

Gender
Male

Nationality
British

Jan 2025 - Current

UE5 - Lead Technical Artist
Zoo Studio, London

Development of an untitled 3rd person action/explorer game. Developing a planet to planet travel system. Blueprint system and Animation tools streamline character movement, camera control, and gameplay mechanics, making third-person interactions more fluid and engaging.

Mar 2024 - Jan 2025

UE5 - Technical Artist
Sky, London

Development of sports graphics under Sky Creative - They included Formula One, Darts, Tennis and more. The Master BP was later updated to become extremely customizable and easy to use. Tested and approved for live broadcast - Real Time animations - 3DS MAX - Reality. Animations were set up using a timeline to smoothly change values when animating in or out the scene. Visuals were set a widget blueprint and all variables needed for each individual graphic were stored using enums, data structs and local variables. The Master BP can now be used for any sports event and all code is highlighted with instructions on how to further customise it.

Apr 2023 - Sep 2023

UE5 - Programmer (Part time Contract)
OORBIT, Remore

Fashion game developed by OORBIT - Short contract to help them with cloth simulations, animations, C++ and packaging.

Feb 2023 - Feb 2024

UE5 - VR Developer (Contract)
VRAI, Remote - London, UK

Army VR simulation to train new cadets on formations and radio callouts. The purpose of the sim was to primarily train new recruits on basic barrack culture before live training. Developed using UE5 blueprints, the sim was later improved to track eye movements and record shots fired any time with a report at the end of the session. Tested using Vive 3. Unreal Engine 5 - 3DS MAX - Perforce - Vive 3

Mar 2022 - Oct 2022

UE5 - 3D Generalist - Premier Leauge
AE Live, London

Development of Premier League sports graphics (35 in total). Static mesh design was created using 3DS MAX, imported into Unreal Engine and put together as a single instance blueprint. This was done because the graphics were often moved around to other file locations and creating an instance of a master BP would cause issue. Graphic animations were all real-time and screen panels were set up using a widget BP to avoid lighting channel issue with the scene (Morning, afternoon and evening lighting would not affect the graphics colours). C++ was used to manage all graphics in the scene at one time. Blueprint scripting was used for all other components and code.
UE4 - 3DS MAX - Photoshop - Reality Editor - Slack - Perforce - C++

NHS Administrator
NHS, London

Answering calls and queries
Booking appointments
Organising 2WW cancer patient appointments
Dealing with complaints
Managing Emails
Training new members of staff
Ordering stock

SKILLS

Skill	Rating
Unreal Engine 5 Blueprints	★★★★★
3D Art	★★★★★
3DS MAX	★★★
Archviz	★★★★
Blender	★★★
Photoshop	★★★
C++	★★★★
Film	★★★
Game Development	★★★★★
VR Sim	★★★★
Photography	★★★★
Real-time Rendering	★★★★
Animation Systems	★★★★
Physics and Simulation	★★★★
VR/AR Development	★★★★★
3D Modeling and Texturing	★★★★
Time Management	★★★★
System One	★★★★★
Emis	★★★★★

HOBBIES

- Travel
- Films
- Music
- Art
- Game Development

LANGUAGES

Language	Rating
English	★★★★★
French	★★★★
Korean	★★
Japanese	★★

EDUCATION

Primary
St Cuthberts Primary School, Earl's Court - London

Secondary
Holland Park School

National Business Diploma
Hammersmith and West London College

Computer Science
UCL

Self taught over the years
Unreal Engine 5

ACTIVE PERSONAL PROJECTS

1: VR Trading Platform - Realtime live updates on your trades. VR panels can be customized to suit your set up.

2: D8 - Dating App where the premise is to log into a bar or nightclub wifi then post using the app. Discounts and rewards are applied when singles post using the app.

WEBSITE & SOCIALS

Portfolio

EXPERIENCE

Unreal Engine Tutor
London

Feb 2024 - Present

Online tutor - Unreal Engine 5 Technical Art