

Luca Vitiello - Technical Artist

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SKILLSET

TOOLS

- Extensive knowledge of **Epic Games' Unreal Engine 5/4**.
- Extensive knowledge of **Autodesk products** (3ds Max and Maya).
- Good Knowledge of **Side Fx's Houdini** for procedural modeling and terrain generation.
- Good command with procedural content creation with node-based systems. I.E.: **Substance Designer**.

PROGRAMMING LANGUAGES

- Proficient in **Python**.
- Good command of **C#**.
- Good experience with **HLSL** and **GLSL**.
- Experience with **C++** in Unreal Engine.

OTHER

- 9 years work experience as a technical artist. With expertise in shading, tool development, pipeline and optimization.
- Excellent communication skills.
- Problem solving mindset, ability to locate and address issues.

WORK EXPERIENCE

Build A Rocket Boy / Playfusion - Principal/Lead Technical Artist

2025 - CURRENT

MINDSEYE (UNREAL ENGINE 5)

- In charge of Environment Optimization and Performance.
- Development and maintenance of in-editor tools for environment art.
- Ensuring Console and PC performance is in line with Directors' Vision.
- Reworking environment art Pipeline and mentoring Environment on best practices for Nanite/Lumen/VSM.

2022 - CURRENT

ASCENDANT (UNREAL ENGINE 5)

- In charge of a small team of Tech Artists, Tech Animators, and VFX Artists.
- Establishing performance budgets and optimization practices.
- Development and maintenance of in-editor tools for environment art.
- Work closely with the Art Director to ensure visual and performance targets are met.

IED Milan

2022 - CURRENT

PROFESSOR

- Teaching "Interactive Systems and Technology 2" at CG Animation Course.
- Graduation projects Supervisor.

Nacon Studio Milano (prev. Lunar Great Wall Studios) - Lead Technical Artist

2021 - 2022

TERMINATOR SURVIVORS (UNREAL ENGINE 5)

- Establishing new tools and pipelines for Unreal Engine.
- Training art teams in current and modern pipelines.
- Development and maintenance of procedural tools.
- Work closely with the Art Director to ensure visual and performance targets are met.

2021 - 2022

TT ISLE OF MAN: RIDE ON THE EDGE 3 (KYLOTONN ENGINE)

- Establishing new tools and pipelines for environment art.
- Training Junior colleagues in python and optimization practices.
- Work closely with the Art Director to ensure visual and performance targets are met.

Rockstar Games - Senior Technical Artist

2020 - 2021

GRAND THEFT AUTO VI (ROCKSTAR ADVANCED GAME ENGINE)

- Maintenance of existing tools and Pipelines (C#).
- Development of new tools to support automation frameworks and increase development speed.
- Porting existing pipelines to Linux.
- Work on Docker and Orchestration to containerize existing tools.

2020 - 2021

GRAND THEFT AUTO V (ROCKSTAR ADVANCED GAME ENGINE)

- Maintenance of existing tools and Pipelines (C#).

2020 - 2021

RED DEAD REDEMPTION II (ROCKSTAR ADVANCED GAME ENGINE)

- Maintenance of existing tools and Pipelines (C#).

Splash Damage - Mid Level to Senior Technical Artist

2020

UNANNOUNCED PROJECT (UNREAL ENGINE 4)

- Part of the Leadership Team.
- Work with Executives and Leads to define project goals and ambitions.
- Develop procedural systems for flexible and efficient development.

2019 - 2020

TECHNICAL ART AUTOMATION TEAM

- Focus on developing flexible multi-project pipelines and automation frameworks.
- Management of a small team (3 people)
- Prepare documentation and lessons for artists.

2019

HALO: THE MASTER CHIEF COLLECTION - PC (UNREAL ENGINE 4 - SABER3D ENGINE)

- PC Optimization (Saber3D Engine)
- UI Pipeline development (UE4).
- Gameplay and Core-Tech Support.

2018

INTERNAL PROTOTYPE (UNREAL ENGINE 4)

- In-engine support for Art, Level Design and VFX.
- Gameplay and Core-Tech support.
- Development of company pipeline and toolset.

2017 - 2018

UNANNOUNCED PROJECT IN PARTNERSHIP WITH WARGAMING (CORE 5 ENGINE)

- Creation and supervision of art pipeline (Environment).
- Development and maintenance of pipeline tools.
- In-engine support for art and level design departments.

Ubisoft Milan - Junior Technical Artist

2016 - 2017

MARIO+RABBIDS KINGDOM BATTLE (SNOWDROP ENGINE)

- Creation and supervision of the art pipeline (mostly environment).
- Development and update of shaders and in-engine tools.
- Development of tools for environment and cinematic team to speed up their workflow in Maya and 3DS Max.

IED Milan - Professor's Assistant

2016 - 2017

PROFESSOR'S ASSISTANT

- Teaching Unreal Engine 4 and game production at CG Animation course and assisting with graduation projects.

EDUCATION

IED Milan

2013 - 2016

BACHELOR'S DEGREE

- Realization of many projects, both alone and in a team. Spacing in most 3D-related fields.

LANGUAGES

- **ITALIAN:** Native
- **ENGLISH:** Proficient in both written and spoken English
- **SPANISH:** Intermediate in spoken and written Spanish