

Luca Vitiello - Technical Artist

Via Giacomo Zanella, 54, Milano, 20133, Italy

luca@technicalart.it

<https://www.linkedin.com/in/luca-vitiello-ta/>

<https://technicalart.it>

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 (KYLTONN 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