Dario Visaggio

Senior Technical Artist | **RENDERING & PIPELINE SPECIALIST**

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desarius.artstation.com
Online Portfolio

Desarius.com
Website

Senior Technical Artist with 20+ years of industry experience specializing in real-time rendering architecture, shader engineering (HLSL/GLSL), and performance optimization for AAA production environments. Proven track record in architecting scalable art pipelines and developing custom C++/C# tools for Unreal Engine 5 and Unity.

Key highlights:

- **AAA Production Experience:** Contributed to high-profile IPs (including Cyberpunk 2077 support and Tropico franchise), delivering critical optimizations and visual features under strict performance budgets.
- **Engine Agnostic Mastery:** Deep technical proficiency in both **Unreal Engine 5** (Blueprints, C++, Material System) and **Unity** (SRP, Compute Shaders, DOTS), facilitating seamless adaptation to proprietary or commercial engines.
- **Technical Leadership:** Expert in bridging the gap between engineering and art teams, mentoring artists on technical constraints, and implementing automated workflows that reduce technical debt and build times.
- **Future-Ready Tech:** Actively integrating AI-driven solutions and procedural generation frameworks to streamline content creation in large-scale open-world environments.

Credits & Projects:

- **AAA / AA Titles:** Tropico 7 (PC/Console) , Cyberpunk 2077 (Support/Outsourcing), Remnants 2, Goldrake, Coloniser .
- **Tech & Innovation:** TomTom Digital Cockpit (Automotive), Gotchi Guardians (Web3/Cross-platform), Coloniser.
- **Mobile / Casual:** Delivered VFX and assets for 350+ Hypercasual Games for global publishers.
- **VR / Serious Games:** Various Medical VR Simulations (Oculus/Vive).

Experiences

TomTom International BV | Amsterdam, Netherlands

Senior Technical Artist | 2025 - Focus: Automotive Rendering & Engine Integration (Unity)

Render Pipeline Optimization: Engineered custom HLSL shader pipelines for embedded automotive displays, ensuring high-fidelity visuals (Bloom, PBR) within strict millisecond-per-frame budgets.

Engine Integration: Led the technical integration of navigation SDKs into Unity, ensuring seamless deployment across diverse platforms (PC, Mobile, WebGPU) and ensuring stability for OEM partners.

Technical Support: Served as the primary technical liaison for client engineering teams, debugging complex rendering artifacts and optimizing draw calls for in-car hardware.

Magic Media / Starloop Studios | Lleida, Spain / Dublin, Ireland

Senior Technical Artist | 2021- 2025 Projects: Cyberpunk 2077 (Support) and others AAA

AAA Production Support: Contributed to asset optimization and rendering consistency for major IPs (e.g., Cyberpunk 2077), adhering to rigorous quality standards and proprietary engine workflows.

Cross-Engine Versatility: Delivered custom VFX and shader solutions across both Unreal Engine (4/5) and Unity (URP/HDRP), ensuring visual parity across platforms.

Rapid Prototyping: Utilized C++ / C# and Blueprints to rapidly prototype gameplay mechanics, facilitating quick iteration cycles for design teams.

Nine Worlds Studios (Kalypso Media) | Munich, Germany

Senior Technical Artist | 2020 – 2021 Projects: Tropico 6, Tropico 7

AAA Pipeline Development: Spearheaded technical art workflows for the Tropico franchise, leveraging Unreal Engine 5 to modernize asset pipelines and rendering standards.

C++ & Blueprint Architecture: Designed and implemented core gameplay systems using C++ and Blueprints, bridging the gap between game design requirements and engine performance constraints.

Shader Engineering: Developed complex master materials and VFX shaders, optimizing instruction counts to maintain target frame rates on console and PC platforms.

Performance Profiling: Conducted routine profiling (CPU/GPU) to identify bottlenecks in large-scale simulation scenarios, implementing data structure optimizations to improve scalability.

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Experiences

Pixelcraft Studios | Singapore

Lead Technical Artist | 2023 Focus: Mobile Performance & Shader Architecture

Shader System Architecture: Architected a modular HLSL shader framework compatible with Unity Shader Graph, reducing shader permutations by 40% and significantly decreasing build times.

High-Performance VFX: Engineered a GPU-based particle system using Compute Shaders, enabling 100,000+ instances at 60 FPS on mid-range mobile devices.

Team Leadership: Led a cross-functional team of 15 artists and engineers, introducing Agile methodologies that increased sprint velocity by 25% and reduced technical debt.

Asset Pipeline Optimization: Integrated Scriptable Build Pipelines to automate asset processing, achieving a 50% reduction in build size for live-service updates.

Previous Experiences

- **Technical Artist** | Firebyte Games (2019 – 2021)

  Optimized VFX and pipelines for 350+ mobile titles; collaborated directly with major publishers.

- **VR/AR Lead Developer & Art Director** | MOL017 s.r.l. (2017 – 2019)

  Led cross-functional teams in VR/AR development for healthcare and commercial applications using Unity/ Unreal.

- **3D Generalist & Developer** | Freelance / Various Studios (2003 – 2018)

  Extensive background in 3D asset creation, environment design, and programming across multiple platforms.

Technical Skills

- **Core Engineering:** C++, C#, HLSL/GLSL, Python, Visual Scripting (Blueprints, Shader Graph).
- **Game Engines:** Unreal Engine 5 (Expert: UMG, Materials, Niagara, Chaos Physics), Unity (Expert: DOTS, URP/ HDRP, Compute Shaders), Godot, Ogre3D.
- **Graphics & VFX:** Shader Development, Render Pipeline Architecture, Profiling & Optimization (RenderDoc, PIX), Houdini, EmberGen.
- **3D & Tools:** Maya, 3D Studio Max, ZBrush, Substance Suite, Quixel, Git/Perforce.
- **Emerging Tech:** AI/ML Integration (NPC Behaviors), Procedural Content Generation (Voxel/Terrain), VR/AR SDKs (Oculus, Vive, OpenXR).

Education & Certification

- **Master in Computer Graphics | BigRock (Institute of Magic Technologies) (2010)**
- **Scientific Degree | I.T.A.S. Grazia Deledda, Italy**
- **PMP® - Project Management Professional | Project Management Institute (2012)**
- **Scrum and AGILE Development Professional Degree | URP International (2016)**