Pina Visconti

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SKILLS

Confluence, 3D Studio Max, Photoshop, Python, Maxscript, Unity 3D, C#, Unreal Development Kit

WORK EXPERIENCE

Ubisoft Toronto (October 2016 – Present) – *Technical Artist*

Unannounced Project

- Documented Pipeline in Confluence
- Trained External and Internal teams for 3ds Max, Photoshop, Substance, proprietary engine
- Supported database implementation of breakables, roads, character props material overrides etc
- Cleaned database of redundant/duplicate data left from previous projects
- Scripted in Python to speed up workflow
- Added functionality to existing emissive shader in GLSL
- Optimized Maxscript tools

Gameloft Toronto (August 2015 – August 2016) – *Junior Technical Artist*

Disney Magic Kingdom

- Scripting VRay bake pipeline in Maxscript
- Developing Maxscript tools for 3d team (animation exporter, icon tagging, bone renamer etc)
- Writing Photoshop Javascript exporter for 2d team
- Documentation of tools/pipeline
- Training 2d and 3d teams in project pipeline
- Creating and supporting GLSL shaders (park visitors, violet, snocone shops)

Drinkbox Studios (June 2015 – July 2015) *Contract Game Designer*

Severed

- Scripting enemies in GameMonkey
- Implementing levels in in-house game engine
- Concepting and implementing trap mechanics
- Implementing a final boss fight

Sulon Technologies (October 2014 – May 2015) – *Technical Designer*

Hydra GDC Demo (February – March)

- Setting up tutorial sequence in Unity3d
- Voice recording for tutorial narration
- C# scripting UI elements, obstacle effects, audio and movement with redirected walking hooks

Unreleased Demo (January 2015 – February 2015)

- Used Rain AI to set up enemy AI paths
- Animating props

Engine Room CES Demo (December 2014 – January 2015)

- Working as part of a team of 2, play testing on hardware, debugging
- Maxscript to optimize mesh drawcalls
- Scripting and implementing game mechanics in C# for Unity 3d engine including:
  - Motion controls, animation splines

- Optimized a custom Unity metal shader for mobile

Hydra CES Demo (October 2014 – January 2015)
- Narrative research and mechanics brainstorming for future projects
- Scripting in Maxscript to improve art workflow (automated rig system)
- Organizing team member tasks
- Prop modelling
- Prop and enemy animations
- Scripting and implementing game mechanics in C# for Unity 3d engine including:
  - UI elements, audio triggers, attack mechanics, particle effects, scene transitions, animation trees

Gameloft Toronto (May 2011 – September 2014, iOS) – *Lead Level Designer, Junior Game Designer*

Disney Magic Kingdom (October 2013 – September 2014)
- World map design and implementation: terrain mesh, adding functionality and writing exporter for level files
- Brainstorming and documenting design

Uno and Friends™: Updates 5 & 6 (July – September 2013, iOS) – *Junior Game Designer*
- Brainstormed with lead for future updates, created design documentation and UI fakes.

Epic: Battle for Moonhaven (2012 – 2013, iOS) – *Junior Game Designer*
- Game-flow diagrams for pitch documentation
- UI-Wireframes and coordinated with UI team to implement and update art in engine
- Menu-flow diagrams, defined unit statistics and designed all campaign formations
- Debugged UI and localization issues in code

Unreleased project (2012) – *Junior Game Designer*
- Developed pitch and game play loops
- Helped design the narrative, battle system and micro-games

Unreleased Project (2012) – *Level Designer*
- Developed floor plans

Fashion Icon (2011 – 2012, iOS) – *Level Designer*
- Designed, modelled and implemented shops and streets in Unity w/ programmer support
- Worked with the Technical & 2d Artists for texture Quality Control
- Assisted in implementing UI
- Helped develop formulas for item stats
- Created documentation for update teams
- Debugging of levels, localisation and UI

EDUCATION
Seneca College of Applied Arts and Technology (2011) *3D Game Art and Animation*
University of Ontario Institute of Technology (2005-2010) *Game Design and Entrepreneurship*
- Bachelors of Business & IT (Honours)

References available upon request