Alice Zanuttini
Senior Technical Artist

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France
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Skills

Programming: c++, HLSL, GLSL, C#, python, LUA, Houdini VEX

Middleware: Unreal 3/4/5, Unity, Houdini, Blender, Maya

Indie Dev: creation of multiple 2D and 3D games using Unity or Pico 8 available on **nusan.itch.io**

Shader live coding: live coding practice, creating shaders live in the demoscene

EXPERIENCE

DONTNOD Entertainment, Paris — *Senior Technical Artist* - 2019 to 2022 (4 years)
- Work on unannounced games
    - Usage of Unreal 4 and 5, Houdini and Houdini Engine to create procedural interactive tools for artists
- Work on game **Harmony: The Fall of Reverie** (PC/Switch/PS5/Xbox X/S
    - Designing and implementing asset creation pipeline in collaboration with artists
    - Creation of tools in Maya, Unreal of other middlewares to help asset creation
- Work on game **Tell me why** (PC/XBoxOne)
    - Implemented various shading models (hair, eyes, …)
    - Implemented snow footstep, background impostor
    - Implemented wrinkle system for facial and cloth normal animation
    - R&D on rendering technologies to fit the artistic direction
    - Optimization, VFX support, material graph creation and maintenance

DONTNOD Entertainment, Paris — *Graphic Programmer* - 2009 to 2018 (10 years)
- Work on games **Remember Me**, **Life is Strange**, **Life is Strange 2**, **Vampyr** and other projects at Don't Nod
- Console developpement on PS3/PS4/XBox360/XBoxOne
- Implementing / optimizing rendering code on Unreal 3 and 4 (DOF, lighting, PostFX …) using c++/HLSL
- Helping artists achieve their visions (VFX, lighting artists, camera artists, sound designer, …)

Cyanide, Paris — *Graphic User Interface Programmer* - 2007 (1 year)
- GUI programming in c++ on the game "Blood Bowl" (PC, PSP)
- Gamebryo engine, CEGUI

FORMATION

Université Paris 8, Paris — *PHD in Arts et Technologies de l'Image* - 2008 to 2012
Thesis: "From photorealism to expressive rendering in real-time 3D imagery for video games : graphic programming for depth of field, material, reflection, fluids and strokes"

made while working at **DON'T NOD**

Université Paris 8, Paris — *Master Arts et Technologies de l'Image* - 2004 to 2008

Université Louis Pasteur, Strasbourg — *DUT Services et Réseaux de Communication* - 2002 to 2004