

GIUSEPPE MODARELLI

SENIOR TECHNICAL ARTIST

CONTACT

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🌐 <https://twitter.com/gmodarelli>

📍 Valencia, Spain

LANGUAGES

English: Fluent

Spanish: Beginner

Italian: Native

REFERENCES

Daniel W. Mathiasen - Scattershot COO

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Allan Cudicio - Twin Drums CEO

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PROFILE

As a game developer with almost 10 years of experience I was lucky enough to have worked on all aspects of game development, from backend infrastructure to graphics programming, from asset pipelines all the way to in-game systems. My biggest strengths as Technical Artist are shader authoring, rendering optimization and art and procedural tools creation.

I have also worked as Manager and Art Lead and I love being responsible for a team of artists.

WORK EXPERIENCE

Senior Technical Artist

Scattershot - Remote

Jul 2023 - Nov 2023

I was responsible for the runtime mesh modeling tools for the game's User Generated Content (UGC) that players would use to create new maps and game modes. I coded the mesh modeling tools in C++ on top of the existing Unreal Engine 5 editor modeling tools.

I was also part of the art team, working on the unique art style of the game. My responsibilities included authoring shaders in Unreal Engine 5, creating asset pipelines that would hit the performance requirements of a competitive FPS while adhering to our art style aesthetics, and managing the work of the art team for every sprint.

Freelance Technical Artist

Northplay - Remote

Jul 2023 - Oct 2023

I was contracted to work on improving the current shaders and graphics of their upcoming RTS game: Dinolords.

I have worked on improving the landscape, grass and vegetation shaders of their Unity project. Together with their environment artists, I have worked on adding a global wind system that would control both vegetation and cloud shadows.

Alongside shader development, I have also profiled and improved the rendering performance of their terrain system.

Graphics Programmer

Open Source: Tides of Revival - Remote

Jan 2023

I am writing the DirectX 12 renderer for the Open Source Immersive Simulation RPG: Tides of Revival.

I am responsible for the Rendering Architecture so that it can interface with the GPU via DirectX 12, and with the rest of the engine code by exposing higher level APIs to manage things like materials, meshes, textures and draw calls.

The project is written in Zig, a modern system programming language similar to C, and HLSL for the shaders.

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WORK EXPERIENCE

Technical Artist

Twin Drums - Remote

Jan 2020 - June 2023

I started working with Twin Drums before the company was funded on the Afrofantasy MMORPG The Wagadu Chronicles.

My main responsibility at the start was to bring our art style to life in the game. Technically this meant coming up with asset pipelines and shaders, but also working closely with our art director to build a diverse team of artists to bring our artistic vision to life.

I have worked on many in-game systems as well, among which a Day/Night Cycle and the Character Creator.

I have worked with our only Level Designer to build a set of procedural tools to help with the generation of our islands. The toolset, named Suwan, has the following features:

- Landscape, oceans and lakes generation
- Landscape non-destructive manipulation via 2D map
- Vegetation scattering based on biomes configurations
- Gameplay resources scattering
- NPC scattering
- Minimap generation

Finally, I was promoted to Manager in August 2021. As manager I was responsible for all the artists, having weekly 1-on-1s to ensure their well-being at the company, and together with the rest of the management team, I was responsible for taking strategic decisions for the future of the game and the company.

Senior Technical Artist

Wooga - Berlin, Germany

June 2019 - Feb 2021

As Senior Technical Artist I was part of a central team of animators, VFX artists and other technical artists called ATV. We were responsible for the tech art, VFX and animations of all the mobile games in Wooga's portfolio.

My main responsibilities included

- writing ad-hoc shaders, specific for every project's needs and Unity version they were on
- building DCC tools to help speed up art assets production and remove boring and repetitive tasks from other artists' daily tasks. I wrote tools for the following DCCs:
 - Blender
 - Modo
 - Substance Painter
 - Photoshop
 - Unity
- consulting game teams and offer my expertise on rendering optimization, art asset pipeline creation and solutions for art direction needs.

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WORK EXPERIENCE

Senior Backend Engineer

Wooga - Berlin, Germany

May 2017 - June 2019

I was part of the central Backend Engineering Team working on our central infrastructure that powered all our games.

My responsibilities, shared with all my colleagues, were to

- create new and maintain existing cloud infrastructures
- being on call to ensure our services would be available 24/7
- work with game teams to create Backend APIs to power new game features

Backend Engineer

Wooga - Berlin, Germany

May 2015 - May 2017

I was hired to be one of 2 Backend Engineers responsible for the backend services and on-premise infrastructure of one of the company's main title: Pearl's Peril.

Working inside the game team, I was responsible for developing new game features on our authoritative servers, maintain and scale our existing on-premise infrastructure to ensure it would respond to our growing user base.

I have worked on the first social feature not only of the game, but of all games in our portfolio. The feature was hugely successful and laid the foundations for all social features of all our future games.

The biggest project I took part of from start to finish was the migration of our infrastructure from dedicated servers to AWS clouds. The migration took months of planning and preparation and was executed in a couple of hours of downtime.

FullStack Developer

Monk Software - Rome, Italy

Nov 2013 - Apr 2015

At Monk Software I worked as Full Stack developer on both in-house and customers' web applications.

Our main technologies were Ruby on Rails on the backend and various Javascript frontend frameworks.

Both backend and frontend technologies were evolving at quite a rapid pace, so I was also responsible for keeping up with the industry. Doing so allowed me to get deeper into Ruby and that resulted in me giving talks at industry events and teaching the language at Rails Girls in Rome.

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WORK EXPERIENCE

Freelance Web Developer

Pixtura - Remote

Apr 2012 - Apr 2015

As part of a team of two, I have worked on all of the company's e-shop portals. I worked on both backend and frontend. Our primary technologies were PHP on the backend and vanilla javascript on the frontend.

For one of our bigger clients I was responsible for a virtual clothes customization system, for which I have introduced AngularJS to our technology stack.

Freelance Web Developer

Microcreations - Remote & Rome, Italy

Dec 2007 - Dec 2012

Created ad-hoc components, modules and plugins for the Joomla Platform for our customers' web sites and event platforms.