


CONTACT

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SKILLS

- **DCC and Procedural Tools:** Blender; Houdini; Maya; Substance Designer; Substance Painter; Illugen; Photoshop; ZBrush.
- **Programming Languages:** Python; C++; JavaScript; C#; Java.
- **Rendering & Shaders:** HLSL/GLSL; Unreal Material Editor, Niagara; Unity Shader, VFX Graph.
- **Game Engines:** Unreal Engine; Unity; TGA Custom Engine (DX11).
- **Tools and Pipeline Development:** Scripting for DCC tools (Houdini, Blender, Photoshop), Batch asset processing, Artist and Level design workflow automation.
- **Art Production:** Rigging; Animation; 3D modeling; Texturing.
- **Production and Version Control Tools:** Perforce (P4V); Plastic SCM; Git; Youtrack; Jira; Trello.
- **Collaboration & Development Practices:** Agile/Scrum Framework.
- **Game Design:** Mechanics-Dynamics-Aesthetic (MDA) and Octalysis Framework.



EFREM TORRISI

TECHNICAL ARTIST

EDUCATION AND RELEVANT EXPERIENCE

The Game Assembly - Procedural Art

The Game Assembly (Stockholm) - Sweden

August 2024 - Present (Taught in Swedish Language)

- Shipped 6 group game projects (teams of ~15) developed in custom DX11 engine and Unity, contributing in Technical Art, rendering, pipeline, rigging and animator roles.
- Developed multiple solo project tools including a GPU-driven grass renderer plugin in UE5, a procedural mesh fracturing tool in Houdini, a Houdini-to-Engine 2D sketch to 3D Level pipeline tool, an automatic LOD and UCX generator tool.

Technical and 3D Artist

FullScreen Studios AB

March 2023 - August 2024

- Developed shaders, VFX and procedural materials for characters and environmental assets, combining HLSL, Unity shader graph and Substance Painter workflows.
- Implemented textures and interactive material with real-time displacement and tri-planar projections to support dynamic environmental interactions.
- Led full creation of character weapons, from blockout in Maya, sculpting in ZBrush, retopology in Maya, to baking and texturing in Substance Painter.
- Maintained technical documentation for shaders, materials, and procedural pipelines, enabling smooth collaboration between artists, designers, and programmers.

Bachelor's degree in Game Design and Graphics

Uppsala University - Sweden

August 2020 - June 2023 (Taught in English Language)

- Completed coursework covering the full 3D art pipeline; hard surface and character modelling, sculpting in ZBrush, rigging, skinning, animation, environment art, and motion capture.
- Shipped 4 group game projects across UE4/5 and Unity in 3D Art, Technical Art, 3D Animation and game design roles.

Highschool Diploma in Computer Science

ITIS Cannizzaro - Italy (Taught in Italian Language)

Graduated June 2020

PROFILE

Technical Artist specializing in pipeline tooling, real-time rendering and shader development; building procedural tools, shaders and artist workflows across multiple projects in modern game engines and custom pipelines.