

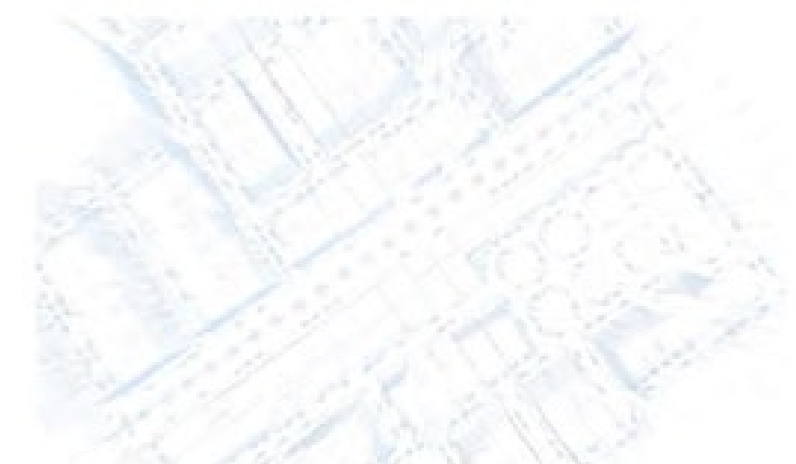
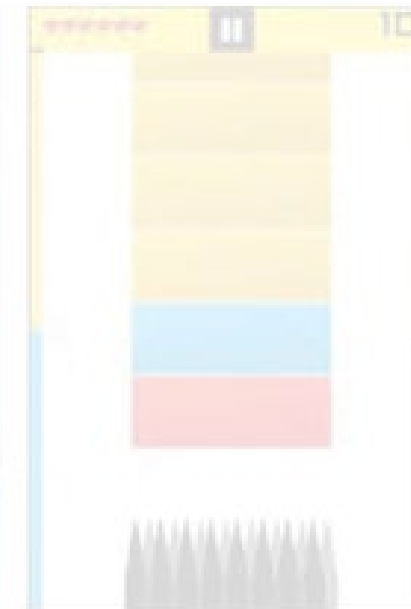
Alex Remotti

Technical Art Portfolio –

Thanks for taking the time to look at my work. I'm a passionate gamer with a very strong technical knowledge of game development.

My experience started back in '98 with experimental VR systems, and now I work on some acclaimed AAA titles.

Please get in touch if you want more details about any of the work listed.

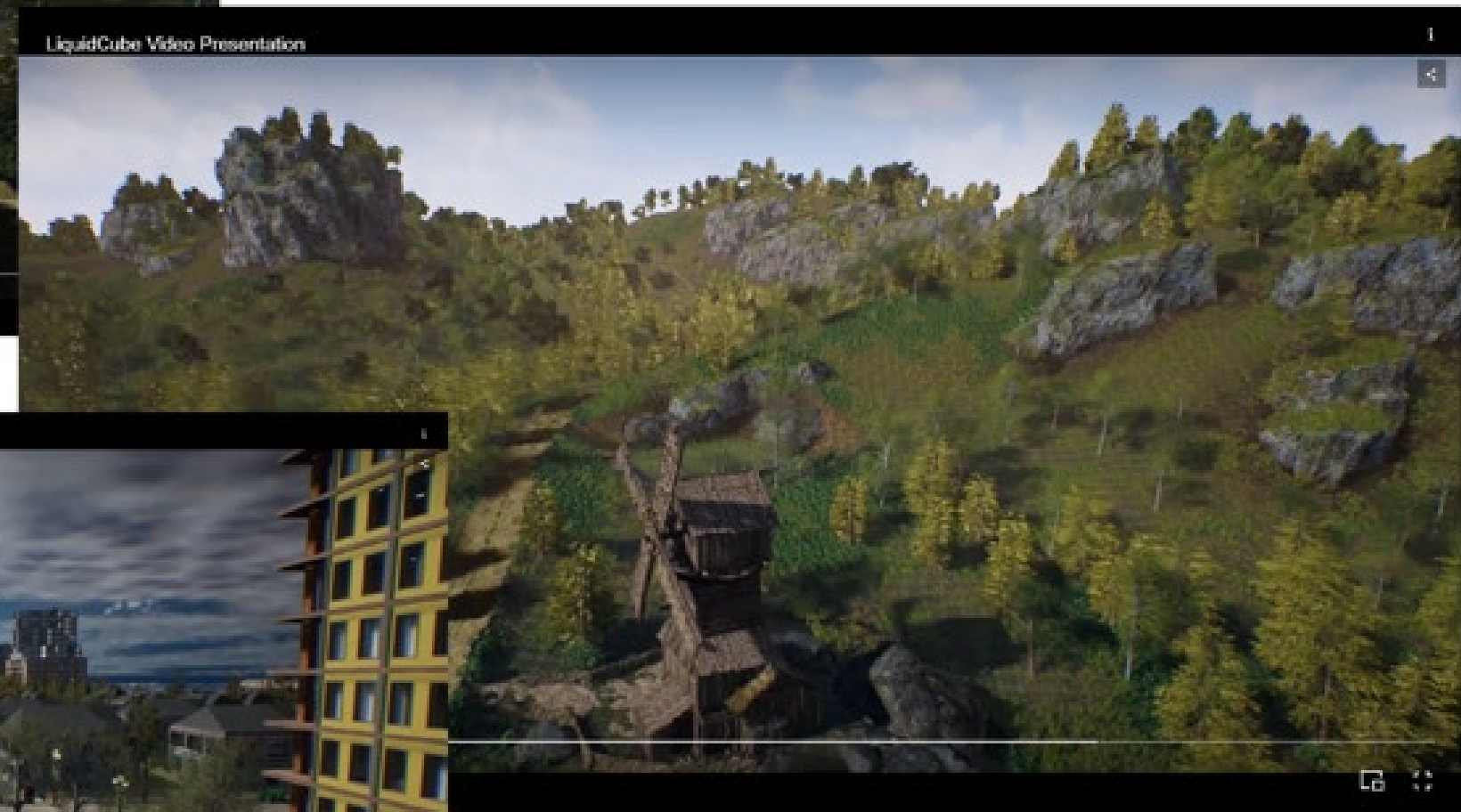


Alex Remotti - AAA Technical Artist
alex.remotti@outlook.com
+1 647 5488482

Recent Work

LiquidCube - Tools

- Procedural Tools
- Terrain Heightmap
- Terrain Materials
- Realtime Editors
- Unreal Engine
- CryEngine
- Unity
- City Generation
- Interior Generation
- External Editor with 3D proprietary engine



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Recent Work

World Rally Championship 2023

- Placement Tools
- Terrain Heightmap
- Terrain Materials
- Realtime Editors
- Unreal Engine integration
- Roadmap
- RnD
- Physics and Clothing
- LOD Chain



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Recent Work

Red Dead Redemption 2 & Unannounced

- Placement Tools
 - Terrain Heightmap
 - Terrain Materials
 - Geometry generation and validation
 - Pipeline 3D Editor with proprietary engine
 - Roadmap
 - RnD
 - Houdini
- HDK integration
HDA creation



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Recent Work

Start Citizen

Working on different
Procedural pipelines:

- Object Placement and scattering
- Aligment to Planet Terrain
- Object procedural
- Tinting
- Procedural Interiors
- Procedural Cities

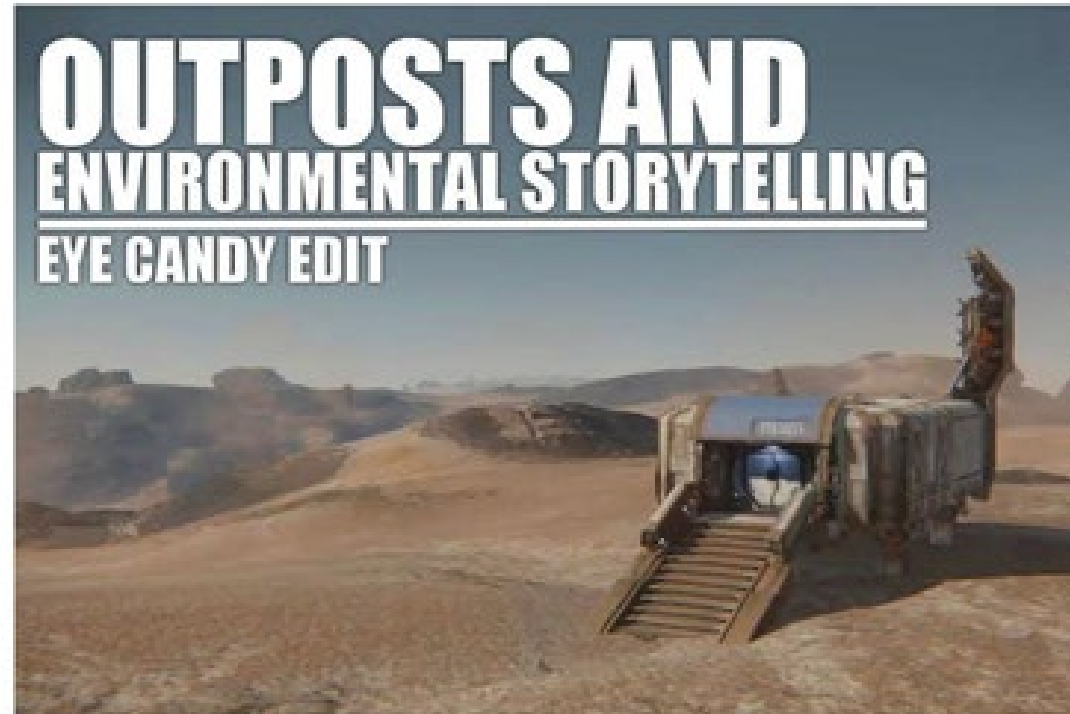
Management:

- Vision Leading
- Training of Art & Design
- Documentation
- Carrier Development

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Atom Bank Xamarin Engine 3D VR Tests

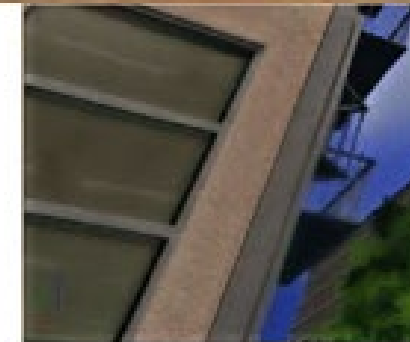


Worked on VR Procedural tools
for Mobile:

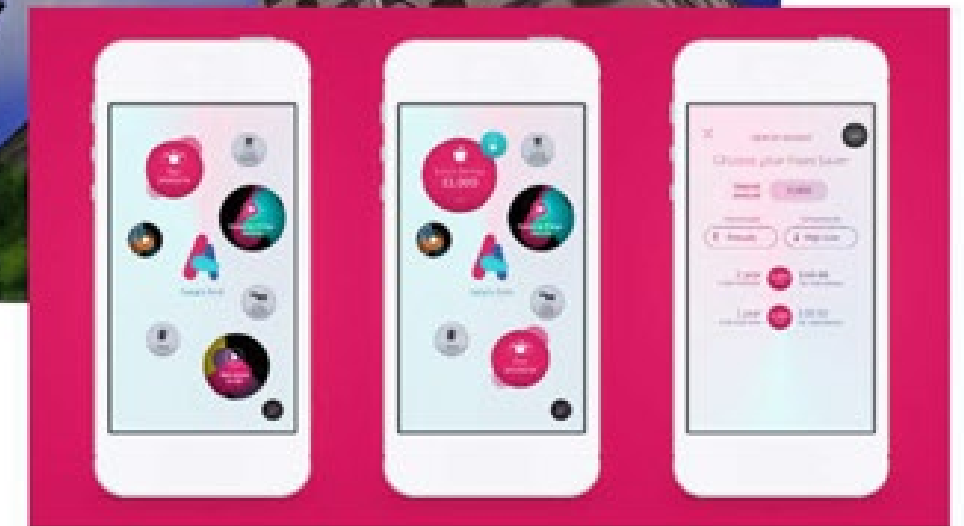
- Detailed Building Generation
- Prop Creation and Mapping
- Street Generation and dressing
- DirectX 9/10/11 rendering libraries (c++/c#)
- HLSL PBR shaders Models 2 to 4
- Post processing shaders (SSAO, shadows)

Engine Development:

- Xamarin Porting of
entire Mobile App
- Vectorial Conversion of
entire Asset library



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Recent Work

The Division Underground

My most recent work on The Division includes The Core Technology to generate the Maps for The Division Underground DLC

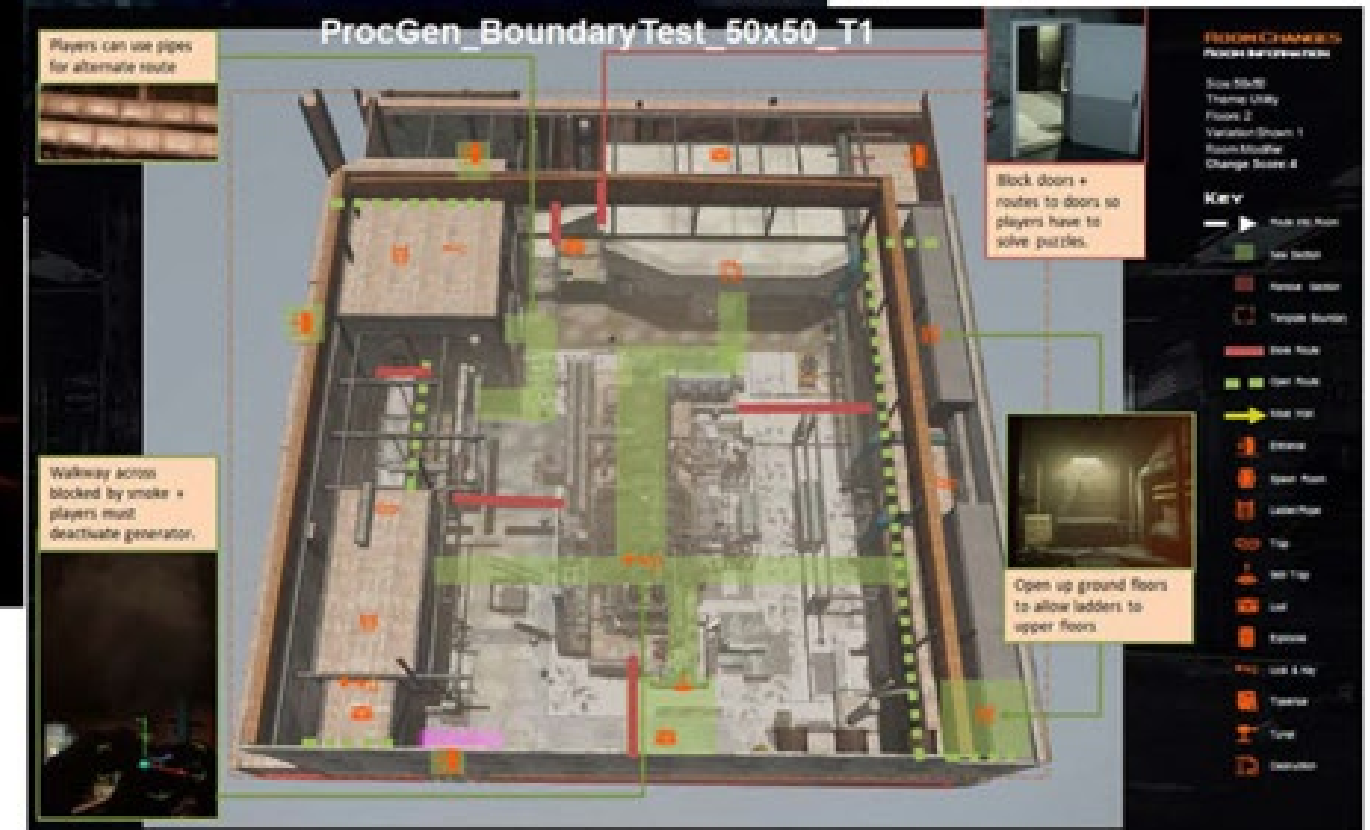
Tool Development:

- Level Design tool for mission and room flow
- Dungeon / Underground Map Generator
- Dungeon 3D Asset Snowdrop spawning system
- Seed Validation systems

Team Work:

- Developed tech with Art & Game Directors
- Worked with the team to establish goals
- Prepared Confluence training
- Detailed and finetuned with Level Designers

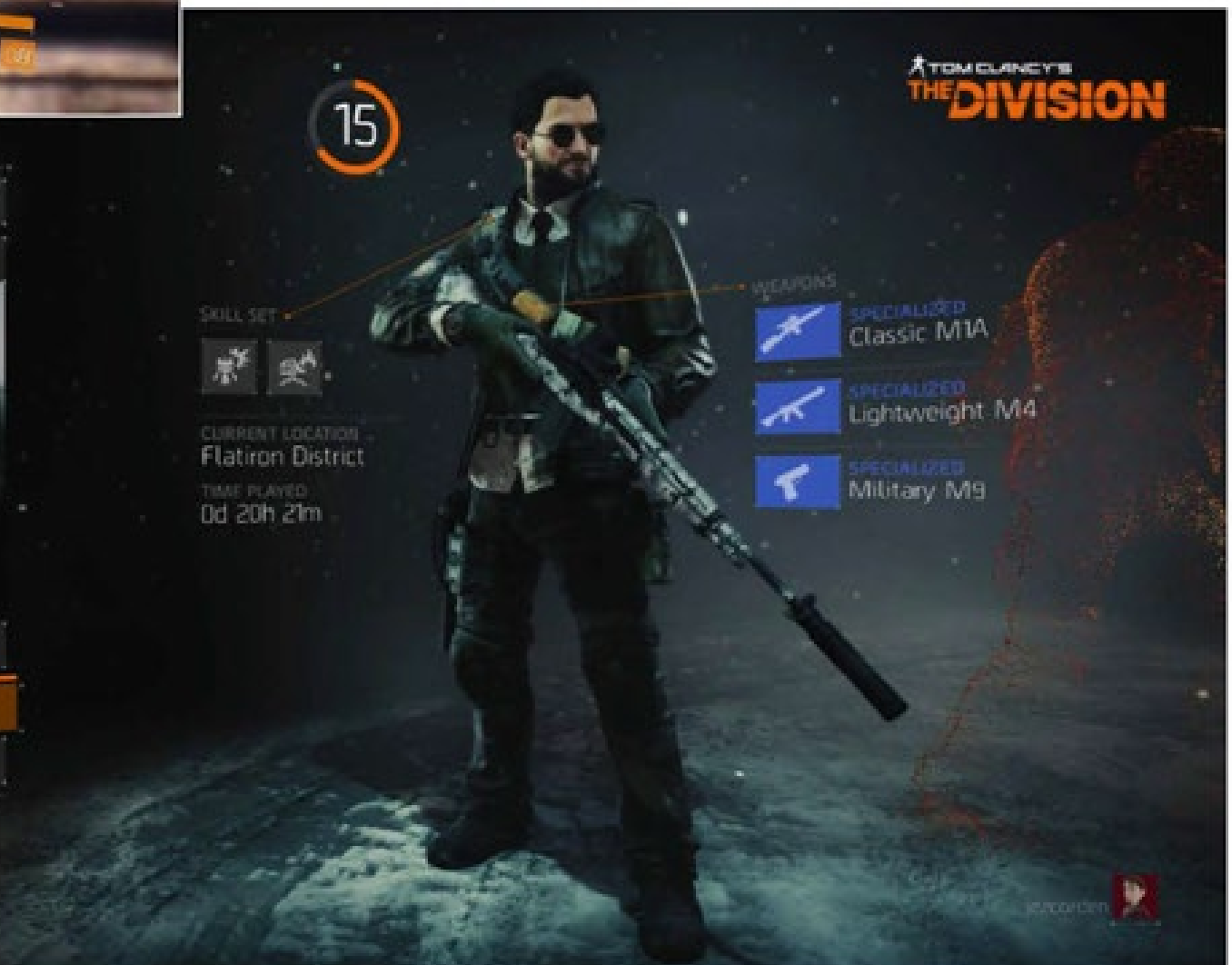
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Recent Work The Division -

My most recent UI work on The Division includes work on
Character and Abilities Screens

- UI Menu Widgets
- Character/Scene setup
- Character Widgets
- Statistics Page UI Setup
- Abilities Menu Widgets and Setup

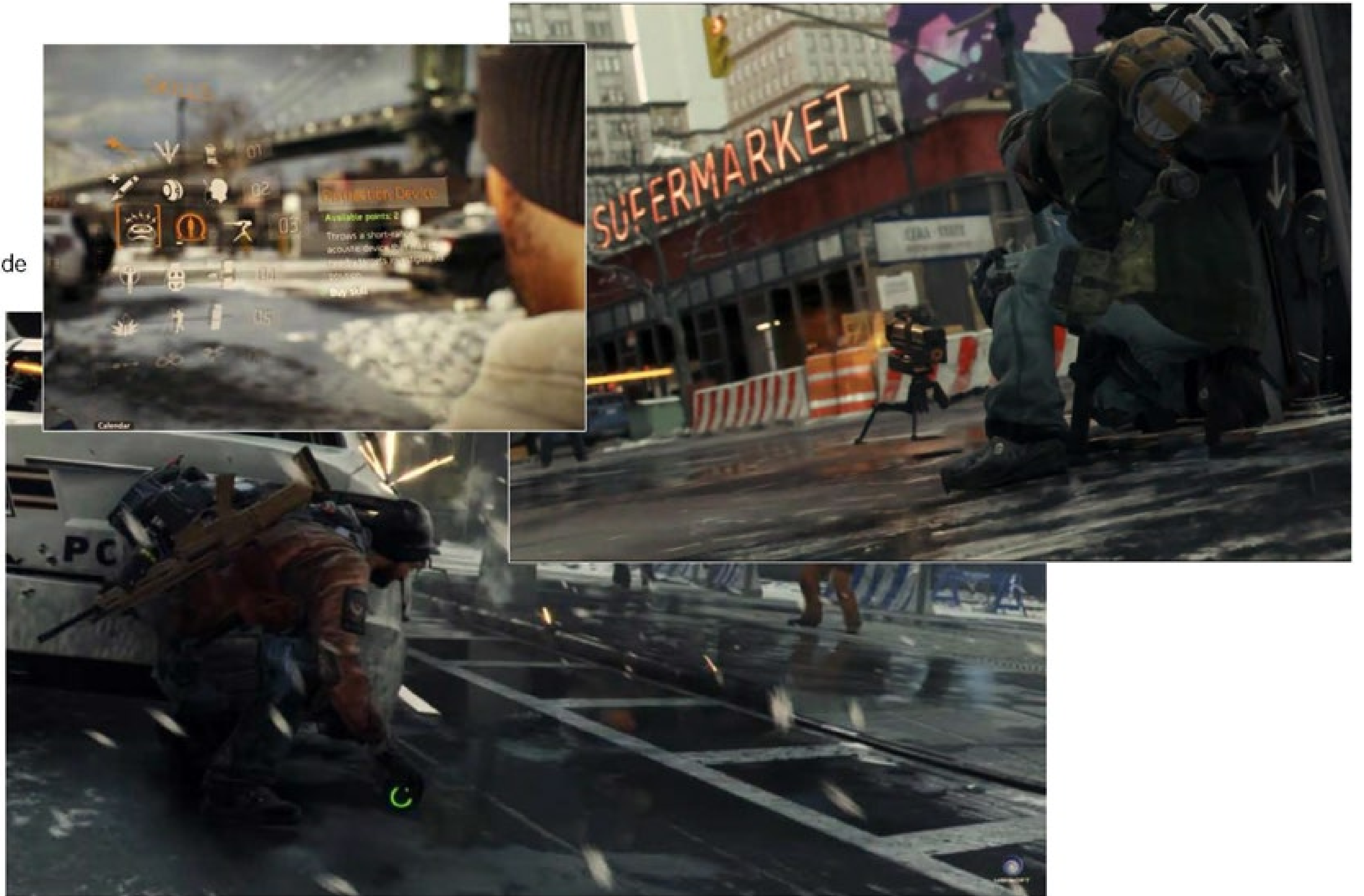


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Recent Work The Division –

My most recent work on The Division include the following responsibilities on player skills:

- FX and Animation Systems
- IK System
- Area Deployment Shaders
- Visual Mod System
- Skill update Optimization



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Recent Work The Division –

My most recent work on The Division include the following responsibilities:

- In world Loot UI
- Loot UI Optimization
- Area highlight Shaders
- UI Prompt Management



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Recent Work The Division –

My most recent work on The Division include the following responsibilities:

- Vehicles Destruction
- Vehicles Explosions and Particle Systems
- Vehicles Lightning System
- Vehicle Materials
- Vehicles Optimization



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Console

Just Dance 2014 –

Current & Next Gen Platforms
Ubisoft Reflections

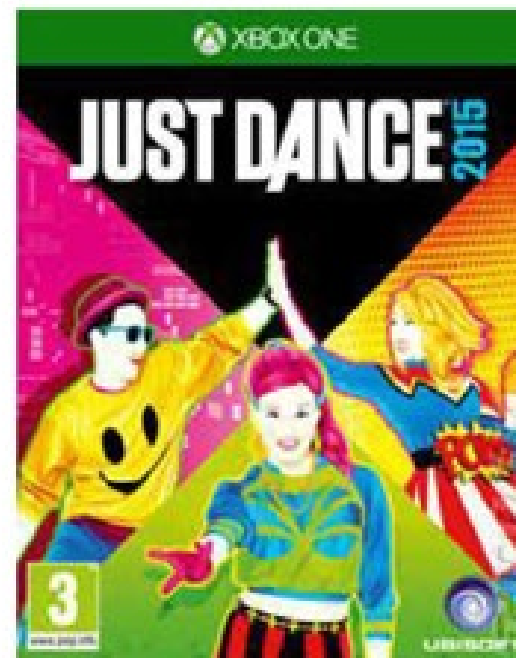
Worked as support for all Artists on the game.
Prototyped pages based on design & concepts
Implementation of button states and animations.
Specifically worked on Autodance feature pages,
and Autodance real-time full screen shaders.



Just Dance 2015 –

Current & Next Gen Platforms
Ubisoft Reflections

Worked as support for all Artists on the game
Specifically worked on online feed system and
page. Support for Platform versioning.



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City Kit Editor – part 1

This tool was made for Level Designers to generate street networks and populate the city with 3D kits and to finally distribute props. More advanced features allow level designers to replace kits and manually modify the specific or instanced content.

The tool is integrated into 3D Studio Max pipeline from version 9.0 to 2013.

It has been used as a prototype tool for the street system in The Division.

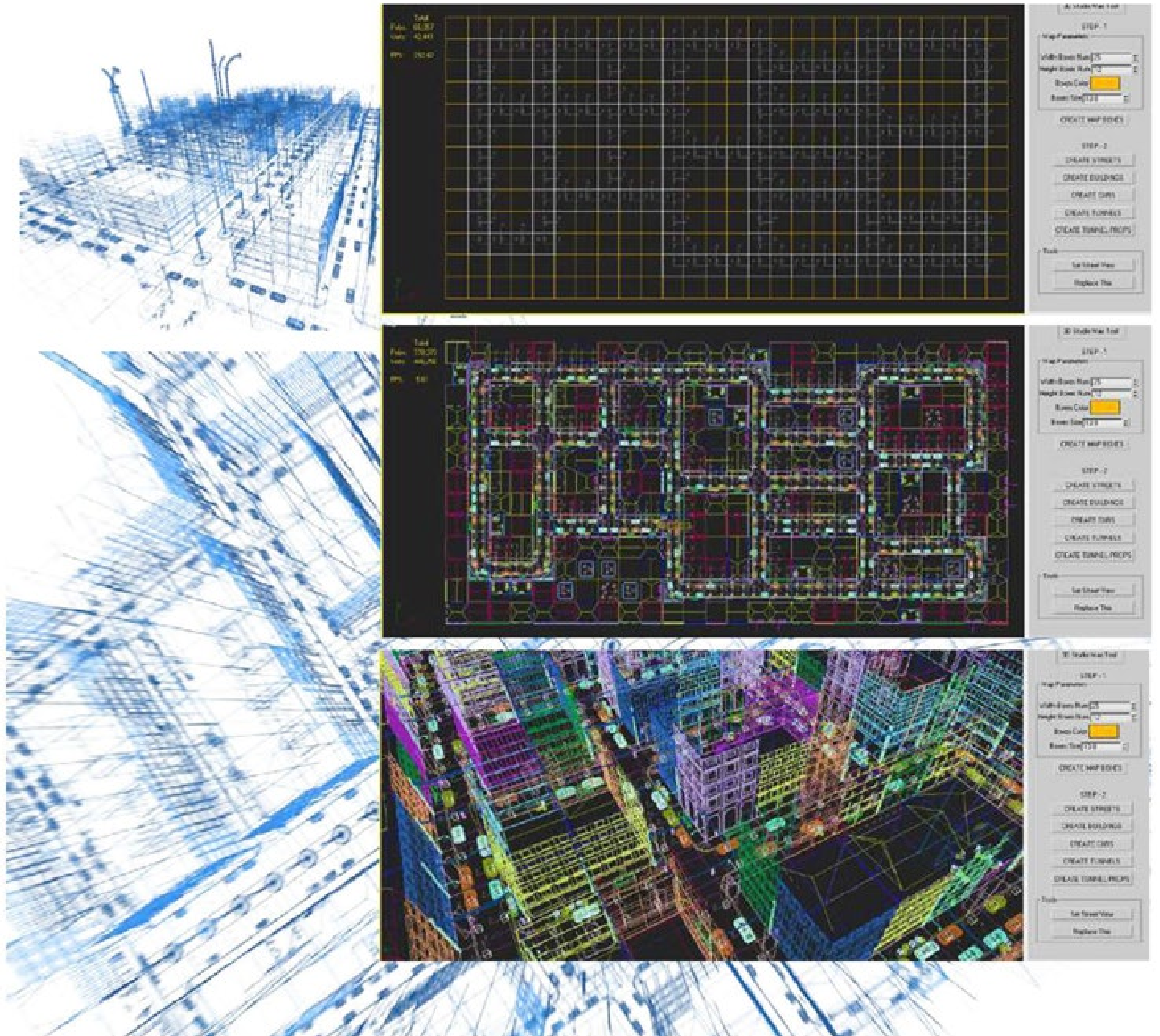
Examples of editor on next page.



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City Kit Editor – part 2

1. Visual Steps to generate an initial version of city
2. Select the street network
3. Generate streets and populate buildings
4. The final stage includes props placement. The colors represent the variations of possible arrangements.



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Pepita Up – IOS Free to Play

Apple Store Link:

<https://itunes.apple.com/us/app/pepita-up/id573175025?mt=8>

FWA Mobile Game of The Day Winner:

<http://www.thefwa.com/mobile/pepita-up>

Inspired by Ninja Ponk game. The game goal is to move the platform under the jumping characters to prevent them from falling.

The game supports Facebook, Twitter, Online ranking, in game credit ransactions, Shopping with real money.

I developed all parts of the game with Cocos2D library including:

- gameplay programming
- Ui Programming
- Transaction and monetization system

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Fallen Angel – Xbox360 Marketplace

published by Mimilab

Third person action adventure game, listed as a top selling for the first week of its release.

- Realized using XNA/C#
- Models made with 3Dsmax 9.0
- The game passed Approval tests (save game, safe area, readability, user and gamepad tests)

I developed all parts of the game including:

- Engine development
- Gameplay design and programming
- Ui and front end menus
- All modeling, texturing, and animations

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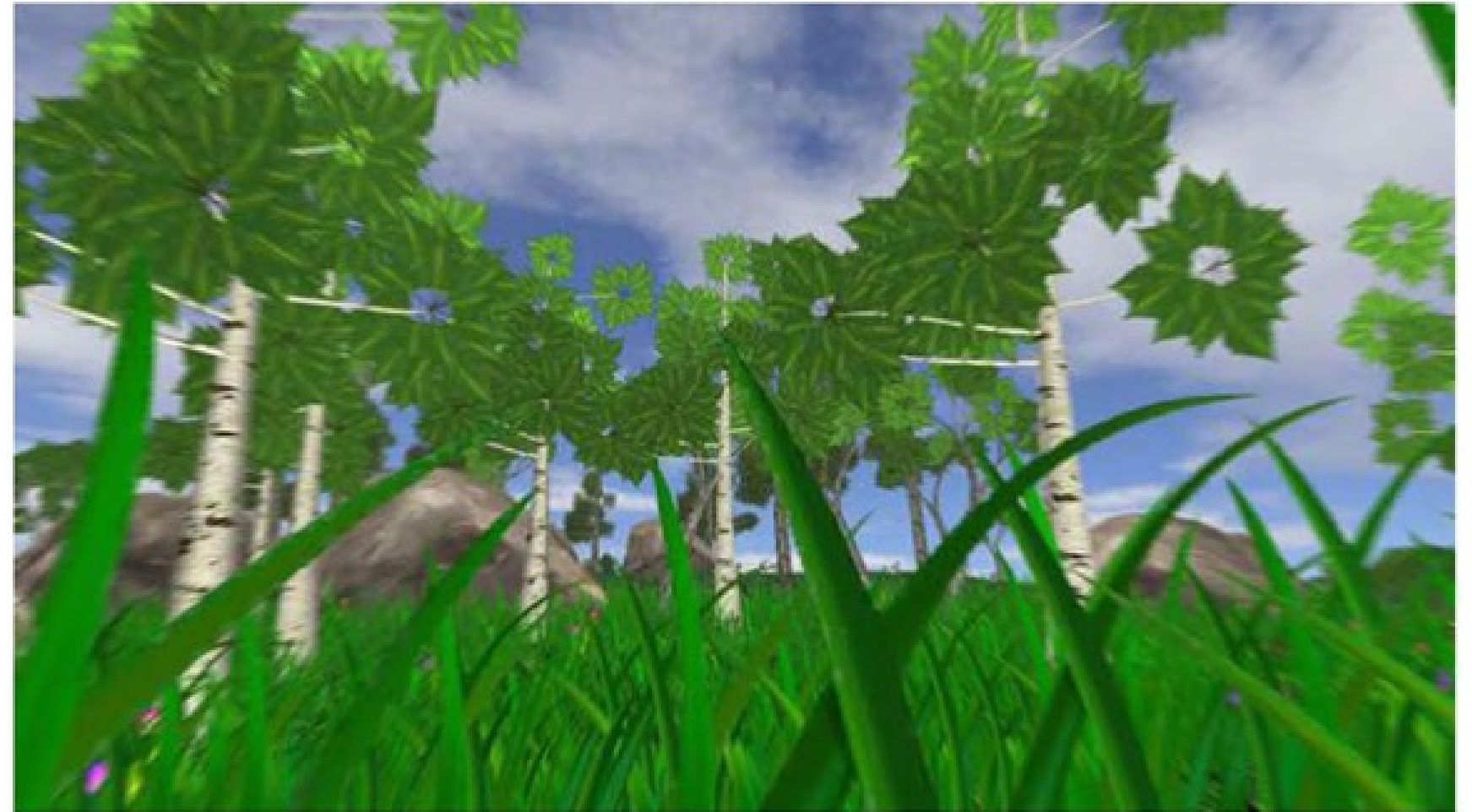


XBox Real Time Nature Generator –

This is a tool created to generate natural environments with generated trees (L-Tree), heightmap based multimaterial terrain, randomly scattered stones, fluid dynamic water, flowers and grass, all moved by wind.

The LOD system incorporates facing objects at the farthest stage.

Realtime shadows are supported in a final pass.



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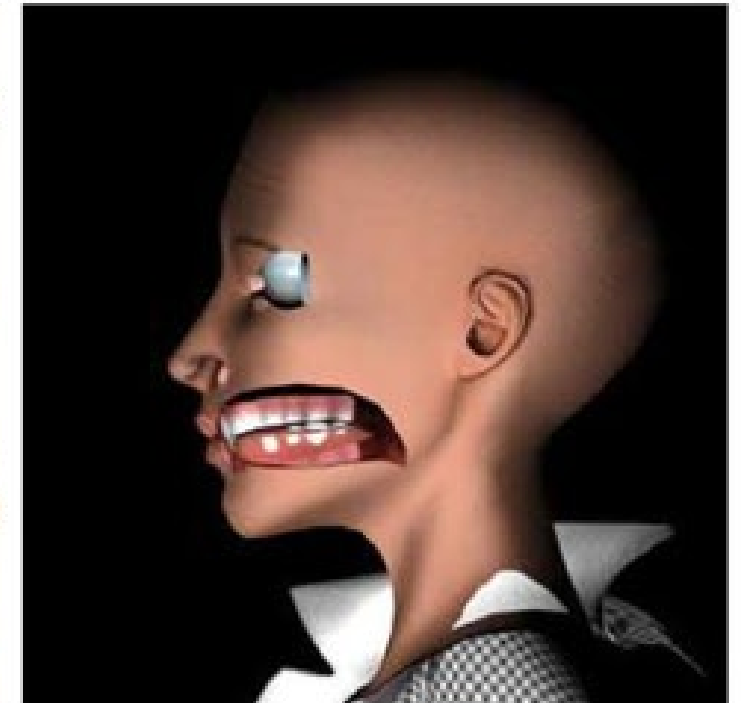
3D Character Pipeline Optimization –

Character modeling of up to 20000 triangles and rigging for complex animations for Xbox 360.

Successfully developed an animation blending system in HLSL maintaining up to 25 characters with 70 bones on screen within a 3D complex environment at a frame rate of 30fps.



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Frame Fixer – IOS Free to Play

Apple Store Link:

<https://itunes.apple.com/us/app/frame-fixer/id555920373?mt=8>

The player's goal in Frame Fixer is to swipe the frames to the correct orientation as quickly as possible.

Supports:

The application supports social networking including Facebook and Twitter Share. I developed the entire game with Cocos2D library, parts including:

- gameplay programming
- ui programming/front end
- creation of art assets from source

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Furu Furu – IOS Free to Play

Apple Store link:

<https://itunes.apple.com/us/app/furu-furu/id521085924?mt=8>

Video Trailer:

https://www.youtube.com/watch?v=_1Od74EGCsY

Furu Furu has been ranked 6th in Japan Apple Store for more than 1 week.

The game goal is to simply move the falling color pieces to the corresponding color on the side.

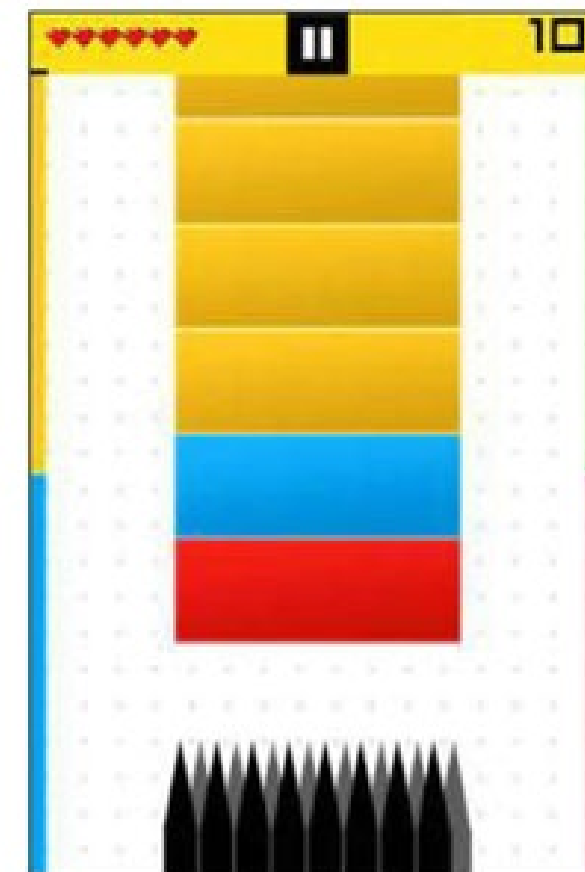
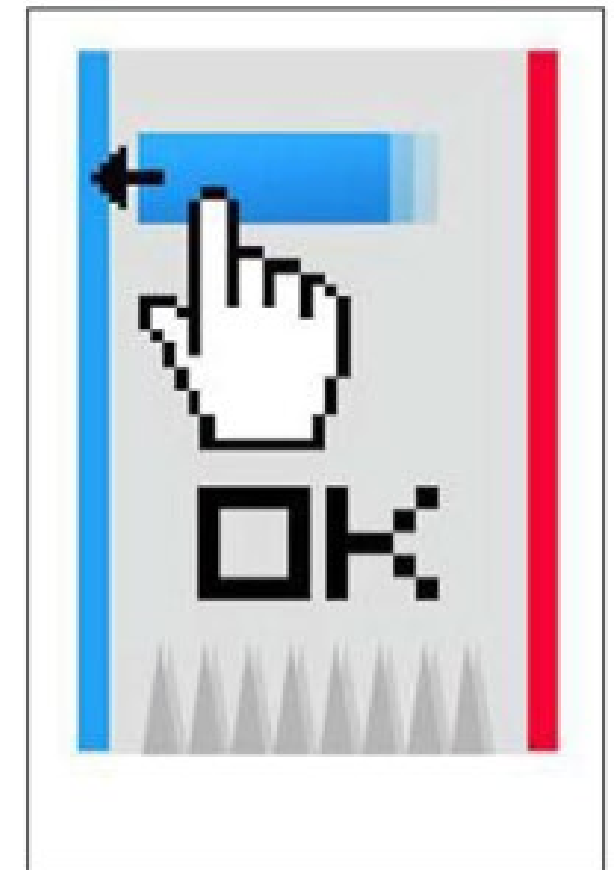
The app supports Facebook and Twitter Share.
I developed the entire game with Cocos2D library:

- gameplay programming
- ui programming/front end

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Console

L'Enigmistica – Nintendo DS / 3DS

Nintendo DS game based on an Important
Italian IP Licence

Game IP Website:

www.lasettimanaenigmistica.com

Developed with Nintendoware SDK in C

I fully developed, the game engine, gameplay for 10
minigames, all the assets, save game and character
hand writing recognition system.

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