



Ruben Caliandro

Technical Art Director / Senior Unity Engineer and Generalist

CONTACT

Date of Birth June 7, 1990
Email ruben.caliandro@gmail.com
Phone (+39) 333 736 8333
Location Turin, Italy | Remote only

PROFILES

Github <https://github.com/chosko>
Linkedin <https://www.linkedin.com/in/rubencaliandro/en>
Personal <https://chosko.com>

ABOUT

Creative and technically versatile Technical Art Director with 8+ years in the game industry and 15+ years of programming experience. Expert in Unity, real-time rendering, and shader development with deep understanding of GPU/CPU optimization. Proven ability to bridge artistic vision and technical execution within small to mid-sized teams.

Currently leading the technical art pipeline on **The Lonesome Guild** (PC, Playstation 5, Xbox Series X/S), blending cutting-edge rendering techniques with production-friendly workflows. Former full-stack web developer with a strong foundation in software engineering.

WORK EXPERIENCE

📍 TURIN, ITALY

📅 SEP, 2020 — PRESENT

🕒 4 YEARS 10 MONTHS

Technical Art Director at Tiny Bull Studios:

Technical Art Direction, Creative Direction, Technical Game Design, UX/UI

- Led the **Technical Art Direction** of [The Lonesome Guild](https://store.steampowered.com/app/1486450/The_Lonesome_Guild/) (https://store.steampowered.com/app/1486450/The_Lonesome_Guild/), a fantasy action RPG in development for PC, PS5, Xbox Series X/S, published by Don't Nod Entertainment, and releasing on Fall 2025
- Designed and maintained optimized **shaders, VFX, lighting/rendering** setup, and **art production workflows**
- Developed custom **Unity tools** to support artists and **reduce iteration times** for crafting environments, characters, cutscenes, cameras, gameplay props and others
- Developed shaders and tools for Substance Painter/Designer to allow artists to author and preview custom texture layouts for environments and characters
- **Mentored** junior technical/VFX/lighting artists and collaborated on a daily base across programming and art departments
- Actively contributed to **Creative Direction** alongside a 4-person creative leadership group for The Lonesome Guild and upcoming projects
- Contributed as **Technical Game Designer**, authoring production-ready technical design documents and occasionally proposing creative, feasible alternatives to address complex or production-expensive gameplay challenges
- Led the **UX/UI** team during critical development phases, ensuring sustainable workflows, driving feature design, and implementing high-fidelity UI assets and motion design
- Main Technologies: Unity, C#, CG/HLSL/GLSL, Shaderlab, Amplify Shader Editor, Substance Painter/Designer, Xbox/PS5/Nintendo Switch, Photoshop, Figma, UIToolkit

📍 TURIN, ITALY

📅 DEC, 2016 — AUG, 2020

🕒 3 YEARS 8 MONTHS

Graphics Programmer at Tiny Bull Studios:

Shaders/VFX, Stereoscopic Rendering and Game Programming

- Developed custom shaders, post-processing, and VFX across multiple Unity projects using HDRP, URP and Built-in rendering pipeline
- Engineered stereoscopic-safe rendering techniques and VFX for VR, addressing issues where traditional effects break due to depth perception in head-mounted displays
- Designed and implemented tailored solutions to address core VR challenges, including locomotion, motion sickness mitigation, and cinematic presentation
- Co-developed a fully custom echolocation-based rendering and lighting system for [Blind](https://store.steampowered.com/app/406860/Blind/) (<https://store.steampowered.com/app/406860/Blind/>), a VR-exclusive title released on Oculus Rift, HTC Vive, and PlayStation VR
- Worked as both Graphics and Gameplay Programmer across a wide range of applications including mobile games, physics simulations, e-learning platforms, AR/VR product showcases, and real-time adaptations of 3D animated films
- Performed targeted CPU and GPU optimizations for PC, mobile, and console platforms, ensuring stable performance under strict hardware constraints
- Contributed to internal workflow improvements, including automated testing and DevOps
- Main Technologies: Unity, C#, ShaderLab, CG/HLSL/GLSL, Oculus, Vive, PlayStation 4

📍 TURIN / SUNNYVALE, CA

📅 APR, 2010 — SEP, 2017

🕒 7 YEARS 5 MONTHS

Full-stack Web Developer at Various companies (Italy & USA):

Full-stack Web Development

- While outside game industry, provided a strong foundation in software architecture and project management
- Worked solo or in small to mid-sized teams
- Developed and contributed to open-source repositories
- Main technologies: Node/Express, Ruby/Rails, Angular, AWS, Docker, Databases, PHP
- See [LinkedIn](https://www.linkedin.com/in/rubencaliandro/en) (<https://www.linkedin.com/in/rubencaliandro/en>) and [GitHub](https://github.com/chosko) (<https://github.com/chosko>) to know more

VOLUNTEER

📅 SEP, 2009 — JUN, 2013

🕒 3 YEARS 9 MONTHS

Film Projectionist, Cinema Teatro Cuore:

35mm Film Projections.

- Film assembling and deassembling, security checks, film projections

EDUCATION

📅 JAN, 2013 — OCT, 2017

SCORE: 110/110 CUM LAUDE

Università degli studi di Torino - Computer Science Department

Master of Science: Computer Science (Virtual Reality and Multimedia)

Thesis: Visual Effects for Real-Time Stereoscopic Rendering

📅 SEP, 2009 — DEC, 2012

SCORE: 110/110 CUM LAUDE

Università degli studi di Torino - Computer Science Department

Bachelor of Science: Computer Science (Networks)

📅 SEP, 2004 — JUL, 2009

High School P. Gobetti

High School: Science

Thesis: Mathematics applied to 3D Computer Graphics Programming

KEY PROJECTS

📅 SEP, 2020 — PRESENT

[The Lonesome Guild](https://store.steampowered.com/app/1486450/The_Lonesome_Guild/) (https://store.steampowered.com/app/1486450/The_Lonesome_Guild/) — Action RPG

A vibrant and heartfelt action RPG that explores the power of togetherness in a world struggling with loneliness

- Technical Art Direction, Creative Direction, Art production pipelines, Technical Game Design, UI/UX, Tools Programming

📅 DEC, 2019 — JAN, 2020

Underwater VR — Oculus VR Experience

A VR showcase in which you cruise aboard an underwater vehicle to explore some of Italy's largest energy company's facilities.

- Unity, C#, HLSL, Volumetric lighting, Stereoscopic VFX

📅 NOV, 2018 — MAR, 2019

Skill Steal — PC (Prototype, Unreleased)

A dystopic multiplayer battle royale where opponents can steal each other's skills.

- HDRP, 500+ realtime lights in a closed arena at 60+ fps

📅 DEC, 2016 — OCT, 2017

Visual Effects for Real-Time Stereoscopic Rendering

(https://www.dropbox.com/s/3al2u9etsteaqcl/thesis_original.pdf?dl=0) — Master of Science Thesis

Some VFX are not suitable for VR because they alter the correct perception of depth. The thesis shows a possible solution for a kind of distortion VFX applied to 3D models.

📅 DEC, 2016 — SEP, 2018

Blind (<https://store.steampowered.com/app/406860/Blind/>) — Oculus, Steam VR, PSVR

Blind is a narrative-driven psychological thriller for virtual reality where the player is blind and must explore their surroundings using echolocation.

- Unity, C#, VR, fully custom lighting system

📅 APR, 2007 — JUL, 2009

Mathematics applied to 3D Computer Graphics (<https://github.com/Chosko/high-school-thesis>) —

High School Thesis

A thesis regarding some notions of trigonometry and geometric transformations, which I studied while making my first graphics framework, and a 3D demo application showing the solar system.

- Made at the age of 16-19 with DirectX, C#, HLSL shaders

LANGUAGES

Italian

Native speaker

English

Professional working proficiency