Ruben Caliandro

Technical Art Director | Senior Unity Engineer and Generalist

Contact

Date of Birth	June 7, 1990
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Location	Turin, Italy	Remote only

Profiles

Github	https://github.com/chosko
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About

Creative and technically versatile Technical Art Director with 8+ years in the game industry and 15+ years of programming experience.

Expert in Unity, game engineering (C#), real-time rendering, shader development, lighting, post-processing and GPU/CPU optimization. Proven ability to bridge artistic vision and technical execution while coordinating small to mid-sized teams of Artists and Programmers.

Currently leading the technical art pipeline for the 5 years long production of the upcoming ARPG **The Lonesome Guild** (PC, Playstation 5, XBox Series X/S), blending Unity's capabilities with custom tools and 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, 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

Graphics Programmer at Tiny Bull Studios:

Shaders/VFX, Stereoscopic Rendering and Game Programming

Turin, Italy
Dec, 2016 — Aug, 2020
3 years 8 months

- 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-mouthed displays
- Designed and implemented tailored solutions to address core VR challenges, including motion sickness mitigation and cinematic presentation
- Contributed to the development of a **fully custom rendering and lighting system** based on echolocation for the game [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 shorts
- Performed targeted **CPU and GPU optimizations** for PC, mobile, and console platforms, ensuring stable performance under strict hardware constraints
- Main Technologies: Unity, C#, ShaderLab, CG/HLSL/GLSL, Oculus, Vive, PlayStation 4

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

Full-stack Web Development

Turin / Sunnyvale, CA
Apr, 2010 — Sep, 2017
7 years 5 months

- While outside game industry, provided a **strong foundation in software architecture and project management**
- Worked solo or in small to mid-sized teams
- Developed some open-source repositories and contributed to many others
- Main technologies: Node/Express, Ruby/Rails, Angular, AWS, Docker, Databases, PHP
- See [LinkedIn]() and [GitHub]() to know more

Volunteer

Sep, 2009 — Jun, 2013
3 years 9 months

Film Projectionist, Cinema Teatro Cuore:

35mm Film Projections.

Education

Jan, 2013 — Oct, 2017

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*
Score: **110/110 cum laude**

Sep, 2009 — Dec, 2012

Università degli studi di Torino - Computer Science Department

Bachelor of Science: *Computer Science (Networks)*
Score: **110/110 cum laude**

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 — Action RPG | PC, PS5, Xbox Series X/S

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 — Prototype (Unreleased) | PC

A distopic 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 — 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 — 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

Languages

Italian	Native speaker
English	Professional working proficiency