Pablo Vezzini

Lead Technical Artist | Pipeline Architect & Tool Developer

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Career Summary

Lead Technical Artist and Systems Engineer with 15+ years of experience in real-time 3D, specializing in production-grade tools, procedural systems, and pipeline architecture across Unreal Engine, Unity, and DCCs. Proven track record owning complex workflows end-to-end — from editor tooling and UX, through implementation, validation, and runtime stress testing — on shipped projects for studios including 2K, Netflix, EA, Meta, and Atlas. Strong focus on scalable systems that artists actually adopt and that survive real production constraints.

Core Technical Domains

Pipeline Architecture: Cross-DCC workflows, Automated Ingestion, Schema-driven Tools.
Procedural Systems: Houdini PDG, Unreal PCG, Grammar-based Generation, AI/LLM Integration (RAG).
Engine Engineering: Unreal (C++, UMG, Slate, Blueprints), Unity (C#, UI Toolkit, HLSL).
Languages: Python, C++, C#, VEX, MaxScript, MEL.
Integration: REST APIs, Docker-based execution environments (AWS), WebSockets, Git/Perforce.

Career History

Atlas — *Vienna, Austria*

Lead Technical Artist / Systems & Pipeline Engineer / Field Application Engineer - Sept. 2024 – Present

- Act as technical owner for design partner engagements, collaborating directly with AAA, AA, indie studios, and publisher R&D teams.
- Collaborate directly with partners to identify production workflow pain points and translate them into concrete AI-assisted tooling and pipeline solutions.
- Design, prototype, and validate workflows using Atlas AI systems across Unreal, Unity, and DCCs, while proposing and testing platform improvements and evaluating new AI models in real production contexts.
- Architect and own production-grade procedural and pipeline systems spanning Maya, Houdini, Unreal Engine, Unity, and remote execution services.
- Built artist-facing editor tools (Maya, Unreal, Unity) to submit jobs, monitor execution, validate outputs, and automatically ingest results.
- Optimized AI-generated assets via Houdini pipelines to meet real-time performance, memory, and production constraints.
- Designed and implemented an internal spline-driven, context-aware PCG city system in Unreal Engine to validate zoning logic, density rules, intersection handling, and runtime behavior under realistic production conditions.

Independent Contractor

Senior Technical Artist / Pipeline Engineer - Nov. 2021 – Present

Netflix / RealtimeUK — Dance Monsters

- Owned a multi-vendor motion capture ingestion and normalization pipeline, automating alignment, validation, and handoff across Maya, Unreal, and Houdini using Python-based tooling.

Intel / Genosha — Intel EVO Interactive Experience

- Designed and delivered a large-scale Unreal Engine installation using nDisplay and projection mapping across eight projectors.
- Built interactive AI-driven characters with custom behavior trees and animation blueprints.
- Developed Niagara VFX systems optimized for nDisplay and long-running public installation stability.
- Integrated real-time interaction via WebSockets connecting external terminals to the Unreal runtime.

Unreal Room (R&D Installation)

- Built an interactive Unreal installation driven by real-time MediaPipe tracking streamed via Python/WebSockets.
- Developed bidirectional communication between Python services and Unreal to drive interactive Niagara-based VFX systems.

Globant — *Buenos Aires, Argentina*

Senior Technical Artist / Lead Tools Developer - Apr. 2018 – Oct. 2021
- Led technical art and pipeline efforts across multiple AAA projects for external studios.
- Headed R&D initiatives used for technical validation and client acquisition.
- Designed and implemented cross-engine tooling and automation pipelines.
- Mentored and trained junior technical artists.

Selected Projects
- **Sumo Digital — Texas Chainsaw Massacre (Unreal):** Led R&D on destruction and dismemberment VFX; implemented Niagara and Cascade systems; built procedural foliage tools optimized for large maps.
- **2K — Enterprise DAM Pipeline:** Architected a tool ecosystem (Batch Sequencer, tagging and metadata tools) to normalize and ingest tens of thousands of assets into a centralized DAM.
- **Meta (Facebook) — VR Diagnostics (Unity):** Engineered a gamified VR diagnostics application; developed custom VR UI, controller interaction, and Houdini-driven level iteration pipelines.

Earlier Experience

Technical Artist / VFX Artist — Sixth Vowel - 2016 – 2018
- Built real-time VFX systems and internal tools; researched and integrated new pipeline technologies.

Unity Developer / Pipeline TD — Kisp SA - 2015 – 2016
- Prototyped VR technologies and automated pipelines for interactive visualization workflows.

Project Manager / Pipeline Tools — ArtFrequency - 2013 – 2015
- Led pipeline optimization for large-scale visualization projects; developed extensive 3ds Max automation tools.

Senior 3D Artist — Estudio Fluo - 2011 – 2012

3D Artist — Kisp SA - 2005 – 2007

Education
Escuela Técnica ORT, Bs As, Argentina   Jan.1996 – Mar. 2001
Media Oriented Technical Bachelor

Languages
Spanish (Native) - English (Bilingual) - French(Basic)