



LEAD UNREAL ENGINE ARTIST

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- Turin, Italy
- Artstation Portfolio
- LinkedIn

Designing immersive spaces at the intersection of craftsmanship and real-time technology.

CORE SKILLS

Environment Art
Lighting & Lookdev
Cinematic Lighting
Real-Time Rendering
Virtual Production
Pipeline Development
Art Direction & Team Lead

SOFTWARE & TOOLS

Unreal Engine 5
Maya
Substance Painter / Sampler
Quixel Megascans / Fab
3ds Max / Corona
DaVinci Resolve
Photoshop
After Effects · Premiere · OBS

ADDITIONAL SKILLS

Blueprints (Artist Focus)
Niagara VFX
Photogrammetry
Cinematic Production Workflow

LANGUAGES

English (fluent)
Italian (native)



THE OPERA!

2024 | D-WOK | FILM / VIRTUAL PRODUCTION by PAOLO GEP CUCCO and DAVIDE LIVERMORE

ENVIRONMENT ARTIST

Designed 7 environments for a large-scale virtual production.

CLICK ON THE IMAGES TO EXPLORE THE PROJECTS



PAGANI MUSEUM

2026 | SKORPIO INTERACTIVE, CONFIGURATOR

ENVIRONMENT ARTIST

Built the museum environment from scratch, developing modular assets, optimizing models for real-time performance, and lighting the scene in Unreal Engine.



MODÌ

2025 | FEATURE FILM, DIRECTED BY JOHNNY DEPP | UNSPACE

ENVIRONMENT FOR VIRTUAL PRODUCTION

Environment for virtual production for the film about Amedeo Modigliani.



THE CURIOUS MOUSE

2025 | PERSONAL PROJECT

ENVIRONMENT ART · CINEMATIC LIGHTING · NIAGARA VFX

Created a real-time cinematic environment in UE5, combining custom landscape sculpting, natural lighting and water effects with Niagara-driven falling leaves and insect swarms. Developed animated materials for water ripples and integrated sound effects to support the scene's atmosphere and storytelling.



THE SLEEPY BEAR

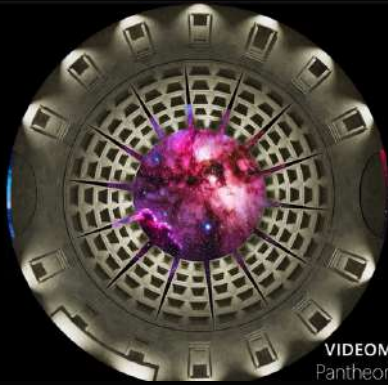
2025 | PERSONAL PROJECT

ENVIRONMENT ART · CINEMATIC LIGHTING · VFX

Created a forest environment and cinematic sequence in UE5, focusing on atmospheric lighting, volumetric fog, sun shafts and composition. Rendered in real time using Lumen and Nanite, with a dedicated lighting breakdown.



NEXT



VIDEOMAPPING
Pantheon - Unreal Engine

PANTHEON VIDEOMAPPING

2025 | D-WOK | ROME, ITALY

ENVIRONMENT ARTIST (FREELANCE)

Environment creation for a large-scale videomapping production, for the Pantheon in Rome, Italy,

[CLICK ON THE IMAGES TO EXPLORE THE PROJECTS](#)



PLAZA DE TOROS

2023 | D-WOK | UNREAL ENGINE

ENVIRONMENT ARTIST

Developed a virtual production-ready environment in Unreal Engine.



12 YEARS

2020 | MUSEO DEL NOVECENTO, TURIN

INDEPENDENT VR DEVELOPER

Independently developed an immersive VR installation from the ground up, managing the entire production pipeline, from 3D modelling, materials and lighting to Unreal Engine implementation, Blueprint development and VR integration. Animations done in Maya.



LIGIER COMMERCIAL

2024 | UNSPACE | SIMPOL. AGENCY

LEAD ENVIRONMENT ARTIST

Led the environment art team, guiding artists through environment creation and development. Personally created two environments and attended on-set rehearsals to assess the scenes in context and identify necessary environment adjustments for the final production.



MEET BRIAN!

2026 | PERSONAL PROJECT |
METAHUMAN ANIMATION WORKFLOW

UNREAL ENGINE ARTIST | METAHUMAN ANIMATOR

Created a customised MetaHuman character and developed a facial and body animation workflow in Unreal Engine, combining performance capture, animation integration and final rendering.

BRIAN



CONFIDENTIAL PROJECTS

ORPHEUS & EURYDICE

2026 | D-WOK | FILM / VIRTUAL PRODUCTION

LEAD ENVIRONMENT DESIGNER

Environment design for a film production. Project details and visual material are confidential.

OCEANARIUM

2026 | NOS STUDIO

CGI LEAD

Led CGI production for a cinematic walkthrough featuring eight environments. Project material is confidential, can be shown in live call.