

Giuseppe Boschiero

Principal Technical Artist

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Summary

Experienced Technical Artist with deep expertise in bridging artistic vision and engineering implementation within game production pipelines. Skilled in developing and maintaining tools, workflows, and systems that improve asset integration, performance, and visual quality. Adept at shader and material development, problem-solving complex production challenges, and collaborating closely with multidisciplinary teams to deliver high-quality game experiences from prototype through full release.

Skills

Git / Perforce		Proficient
Maya, 3ds Max, Substance, Photoshop		Proficient
Pipeline & Tool Development		Advanced
Performance Profiling & Optimization		Advanced
UI/UX Systems & Animation		Advanced
Real-Time VFX		Proficient
Technical Art		Advanced
Unreal Engine 4/5 (C++, Blueprint, UMG, Niagara, Materials)		Advanced
Cross-Disciplinary Collaboration		Expert

Experience

Principal Technical Artist

Jan 2022 - Present

Rekt Studios

Beirut, Lebanon

- Led the technical development of multiple game projects
- Designed and maintained core gameplay and system architecture
- Guided team members on complex technical features
- Ensured seamless integration of game modules and levels
- Resolved critical technical and production challenges

Technical Director

Mar 2019 - Present

Kreationware

Dbayeh - Lebanon

- Co-developed and released Desert Revenant and Desert Revenant 2 on Steam.
- Designed scalable game architecture and modular gameplay systems
- Built custom data-driven combat and ability framework
- Developed and animated full UMG interface
- Created real-time VFX and custom shaders
- Led programming team through major refactors
- Delivered first full commercial release

Technical Artist

Jan 2017 - Aug 2019

Kreationware

Dbayeh, Mount Lebanon Governorate, Lebanon

- Responsible for the 3D art of the Kameleon and the various bugs in the game.
- Programmed all the user interface in UMG.
- Refactored and optimized code after the developer left.

Lecturer

Oct 2019 - Jul 2022

American University of Science and Technology

Beirut, Lebanon

Taught courses for senior level students including Computer Graphics, Artificial Intelligence for Games, and Game Design and Development.

Languages

Arabic	
	Intermediate
English	
	Native
Italian	
	Native
French	
	Fluent

Certifications

Blueprint Ninja

Accomplishments

UX for Game Development,
Masterclass, Game Development
Business, Workshop and Mentorship

Game Developer

Nov 2021 - Apr 2022

Ampersand Education

Developed a story driven educational game composed of 6 mini games based on the script given by Ampersand Education.

Freelance 3D Artist

Aug 2018 - Aug 2020

Self-Employed

Dbayeh

Worked as a freelance 3D artist providing services in Post Production Clean-Ups, Character Modeling and texturing, 3D Animation, 2D Animation, Arch Viz, Compositing, Video Editing, VR Development, Game Development.

Unreal Engine Teacher

Nov 2018 - Mar 2019

BMB Smart

Ashrafieh, Lebanon

Taught Unreal Engine and game design fundamentals to students aged 14–16.

Technical Artist - Team Leader

Nov 2017 - Jul 2018

Cre8mania

Mtayleb

Led and developed VR experience and produced several mirror hologram pieces. Initiated the analysis and establishment of a robust 3D pipeline.

Technical Director & 3D Animator

Jun 2015 - Nov 2017

FEER McQUEEN

Jeita

Responsible for creating 3D animated content ads and presentations for important clients like Bank Audi and Swatch.

Technical Artist

Jan 2015 - May 2015

Duckraid

Mkalles Lebanon

Worked on tools for randomization of building properties and assets in 3Ds Max with Mel Script. Set up a Render Farm rendering across 8 render stations.

3D Generalist

Oct 2013 - Dec 2014

Montage TV Production

Furn el Shebbak - Lebanon

Worked on multiple animation and post production jobs for the MENA region.

Interactive 3D Technical Artist

Apr 2012 - Dec 2012

Alcrea

Beirut, Beirut Governorate, Lebanon

Engineered as solo developer an interactive touch application for in-store car customization.

3D Generalist - Technical Artist

Aug 2011 - Mar 2012

Librairie du Liban

Zouk - Lebanon

Developed and designed interactive educational games in Unity 3D for Math, Chemistry, Physics and Natural Sciences.

Education

Digital Visual Effects - Master's degree

University of Kent

2012 - 2013

Radio/TV and Film - Minor

Notre Dame University

2010 - 2011

Computer Science (Computer Graphics and Animation) -

Bachelor's degree

Notre Dame University

2006 - 2011