



SABRINA PIZZO

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🎂 01.04.93

📍 Padova, Italy

I have been working as an **Unreal Engine Developer** since 2019, developing strong expertise in C++ programming and UI/UX development across various types of real-time applications, including video games as well as business applications, also for Oculus-based Virtual Reality.

My background includes several years in the automotive sector, primarily developing real-time tools, interactive applications, and visualization workflows for **Ferrari**, **CNH**, **Ducati** and other major brands. I also have experience in the video game industry, contributing to UI systems, gameplay tools, and performance optimization for titles such as **Arcas Champions** and **Illuvium: Arena**. Illuvium is a franchise company with multiple multiplayer blockchain-based games produced, all interconnected on the same ecosystem.

Before working as a developer, I began my 3D career as a **Generalist Artist**, gaining extensive knowledge of the complete 3D production pipeline. Although I have been involved in many stages of production, I have always preferred more technical roles such as programming, tool development, rigging, and UI engineering.

In 2024, I also worked as a **Technical Coordinator**, where I managed the graphics team and external suppliers responsible for eyewear modeling and rendering pipelines for **Kering Eyewear** (Gucci, Cartier, Bottega Veneta, etc.).

I consider myself responsible, flexible, and a fast learner. I am highly motivated when facing technical challenges and always curious to explore new tools and technologies. I'm comfortable working in collaborative, multidisciplinary teams and have experience using Git and Plastic SCM for version control.

SOFTWARE SKILLS

3D Graphics



Unreal Engine



Maya



SideFX Houdini



3DsMax



Substance Painter



VRay



VRed

2D Graphics



After Effects



Photoshop



Illustrator

Programming languages



Vex



Python



C++

Other



English

RELEVANT WORK EXPERIENCES

► MAY 2024/CURRENTLY: **Bevium** | *Remote*

Unreal Engine Developer

- **ARCAS CHAMPIONS** - <https://www.arcaschampions.com/>

Full development of the user interface for Arcas Champions, a third-person multiplayer shooter. I was responsible for integrating Figma layouts into UMG, extending functionality through C++ and Blueprints, creating custom widgets, managing gamepad/mouse navigation, optimizing performance, and implementing complex UI systems such as inventory, loadouts, modals, and dynamic HUD elements.

- **ILLUVIUM - ARENA & UNANNOUNCED GAME** - <https://illuvium.io/>

Illuvium is a franchise composed of several titles built on Unreal Engine 5. I worked as an Unreal Engine Developer on Illuvium: Arena, contributing to UI development, C++ systems programming, backend integration, and performance optimization. I also collaborated on an unannounced game set in the Illuvium universe, working on UI/UX implementation, internal tools, C++ prototyping, and supporting technical workflows.

► FEBRUARY 2018/MAY 2024: **Star-7** | *Maranello (MO)*

3D Artist Generalist / Unreal Engine Developer

- **REAL-TIME RENDERING**

UI design and programming, rigging and animation of models, scene setup, and development of commercial applications for product pre-visualization, configuration, or training purposes; for desktop, tablet, mobile, and virtual reality on Oculus (Meta) through the Unreal Engine graphics engine for various clients including Ferrari, Emak, CNH, and Ducati.

- **OFFLINE RENDERING**

Creation of 3D technical or advertising images and videos for various products for clients such as Ferrari, Kering Eyewear, Ducati, Fiat, Dainese, ZCS, Mazzer, Fimap and Beretta. Depending on the project, I have been involved in various stages of the pipeline from shading/texturing and lighting, to rigging and animation, development of production tools, to VFX and post-production.

- **CUSTOMIZED CONFIGURATIONS RENDERING**

Rendering of pre-visualization for all annual customized vehicles for Atelier Ferrari clients using VRed software, including automations for material assignment and model switching based on different possible configurations.

- **MANAGEMENT AND COORDINATION**

Technical management and coordination of the entire graphic team and external suppliers involved in the modeling and rendering of the eyewear collection for brands such as Gucci, Maui Jim, Bottega Veneta, Cartier, Zeal, Puma, and Dunhill under Kering Eyewear client.

► APRIL 2016/FEBRUARY 2017: **Ipsofactory Studio** | *Padova*

Graphic Designer

Logo and branding identity creation, advertising visuals, brochures, leaflets, catalogs, website layouts, and motion graphics videos for various clients including Hortech, Ideal, Lyra Bearing, Firex, and Cami2.

EDUCATIONAL EXPERIENCES

► MARCH 2017/AUGUST 2017: **BigRock** | *Roncade (TV)*

Computer Graphics Master

Knowledge of the fundamentals of all steps in a 3D pipeline, from modeling to post-production. The master concluded with the production of an animated short film titled 'The Kiss'. My role within the project was shading and texturing the two main characters.

Main softwares: Autodesk Maya, Arnold render, Renderman, ZBrush, Autodesk Mudbox, After Effects, Photoshop.

► OCTOBER 2012/MARCH 2016: **Istituto Universitario Salesiano Venezia IUSVE** | *Venezia*

Bachelor's degree in Science and Techniques of Graphic and Multimedia Communication

University course focused on the theoretical and practical learning of the fundamentals of advertising graphics and marketing.

The thesis focused on the marketing analysis of the intellectual property of Assassin's Creed through a communicative and semiotic approach to identify the symbolic meanings that contributed to its success.

Final Evaluation: 110/110.