

Manuel Bindi

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SUMMARY

Technical Artist with 5 years of experience in the video game industry, specialized in graphical optimization, asset integration, shader development, and production pipeline support.

Skilled at bridging the gap between art and programming, with in-depth knowledge of Unreal Engine, Unity, Python, C# and C++ scripting, as well as workflows using DCC tools like Maya, Blender, and Substance.

TECHNICAL SKILLS

Programming Languages: Python, C++, BVS, HLSL

Engines: Unreal Engine, Unity

DCC: Maya, Zbrush, Blender, Photoshop, Substance Painter, Substance Designer, Cascadeur

PROJECTS

Mutation Jan 2023 – Jan 2024

Unreal videogame

Ue5, BVS, C++, Maya, Zbrush, Substance painter, Photoshop, Cascadeur

- Solo developed the game: from idea generation to Steam release.
 - Utilized Unreal Engine BVS and C++ for scripting, Behaviour tree for AI, State machine for animations, Widget design and Niagara particle effects.
 - Scripted the shaders within the material editor and HLSL language.

Trade and Magic Aug 2022 – Dec 2023

Unreal Game prototype

Ue5, BVS, C++, Maya, Zbrush, Substance painter, Photoshop, Cascadeur

- Built a shop system framework with upgrades and costumers management
- Implemented real-time weather events with relative ingredients spawning in the game world.
- Developed a magic and gear system with procedural levels and stats.

EXPERIENCE

Lead Technical Artist: 07/2025 - Present

Dank Games, Remote

- Created performance-wise, complex materials such WPO, PDO, POM, Flow Maps, SLM, HLSL scripts.
- Outsourced and fixed VFX, improving particle materials and modules with custom parameters.
- Implemented complex technical animations scripting animation blueprints, cached pose, state machines, blend poses.
- Kept clear communication between artists and programmers.
- Improved light performances and visuals.

- Profiling tasks and general optimizations.
- Tooling

Techamana top 5% selected professional worldwide: 06/2025 - Present

Techamana Remote

- . Developed high-performance software and game solutions, focusing on scalable and optimized architectures.
- . Created interactive experiences using engines like Unreal Engine, integrating gameplay systems, UI, and custom logic.
- . Provided technical and artistic support, including advanced shaders, visual effects (Niagara/VFX), and complex asset integration.

Lead Technical Artist 04/2025 - Present

Moonscape s.r.l. Pisa, Italy

- Led development of interactive applications across Unreal Engine 5, AR, Android, iOS, and Windows platforms.
- Coordinated asset creation and integration between art and programming teams, ensuring technical functionality and visual consistency.
- Acted as liaison between clients and project teams to translate requirements into delivered features and final products.

Unreal Developer - Simulators 01/2021 - 02/2022

Unione Professionisti Bologna Bologna, Italy

- Led end-to-end development of a professional safety training simulation in Unreal Engine, covering game design, programming, asset creation, and performance optimization.
- Built interactive scenarios with advanced AI, realistic physics, and a user-friendly interface to simulate real-world hazard procedures.
- Delivered a scalable, high-fidelity virtual environment that enhanced workplace safety education through immersive, real-time training experiences.

3D Generalist and Unreal Engine Developer 01/2023 - 01/2024

Acas 3D Bologna, Italy

- Created immersive 3D experiences and interactive navigation systems for archaeological models using Unreal Engine. • Utilized both C++ and visual scripting to implement features and ensure performance.
- Improved user engagement significantly within a 3-month development cycle.

Game Developer 01/2024 - 01/2025 Ossified Games Pisa, Italy • Independently manage the entire game development cycle, including concept creation, prototyping, market research, asset production, and programming.

- Developed *Mutation*, a game that surpassed 800,000 views, was played by over 60 influencers, and featured in multiple gaming publications.
- Achieved a top-10 ranking (8th place) out of more than 69,000 titles, demonstrating strong engagement and visibility.

EDUCATION

VFX Wizard Rome, Italy *Certified professional in 3D Animation 01/2017 - 12/2018*

ITAS G. Gambacorti Pisa, Italy *Scientific high school diploma 09/2014 - 09/2019*

CERTIFICATIONS

- Certified professional in 3D animation
- C-Sharp Certificate of excellence - Programming Hub
- CEFR level C1.1 in English language - Trinity College London