

Rubén Acebal

Senior Technical Artist

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Sant Feliu de Llobregat
(Barcelona)

Professional Experience

Ubisoft Barcelona

March 2018 - Present (8 yrs 3 months)

Senior Technical Artist / Technical Artist | September 2021 - Present

Projects: *Assassin's Creed Black Flag Resynced & Unannounced AAA Game*

Focus: Environmental Technical Art & World Technical Direction

- **Tools & Procedural Pipelines:** Designed and developed advanced Houdini tools for artists, automating biome creation and procedural scattering rules across large-scale open worlds.
- **Technical Direction/Assessment:** Established world technical budgets and metrics, configuring loading ranges, LOD optimization, and asset streaming setups.
- **Performance Profiling:** Led proactive and corrective performance assessments across various world zones to guarantee target framerates in complex AAA environments.
- **Rendering Systems & FX:** Developed and implemented technical solutions for underwater rendering, making it possible to translate the look and feel from art direction into the different underwater locations: volumetric fog systems, underwater technologies, shaders, RTGI, ambiance behaviors...

Technical Artist / Junior Technical Artist | March 2018 - September 2021

Project: *Tom Clancy's Rainbow Six: Siege*

Focus: Pipeline Technical Art & Automation

- **Pipeline Creation:** Mandated to create a pipeline for a team starting from scratch: the R6 team was used to outsourcing, and wanted to switch to co-development with Barcelona. Previously, there was no pipeline to create and implement customization assets in the engine.
- **Workflow Optimization:** Analyzed and restructured production pipelines for cosmetics and character skins, drastically reducing iteration times for modeling and texturing artists.
- **In-Engine Tooling:** Developed custom proprietary engine tools and achieved full automation for asset ingestion and implementation into the game build.
- **Technical Validation:** Managed content auditing, ensuring correct PBR material setups and conducting strict performance and budget checks.

Skills

Blender

Houdini + Vex

3DsMax

Adobe Suite

Substance Suite

In house Tooling (C#,
Python..)

Shader Development (HLSL)

Unity

Unreal

Previous Experience (Summary)

- **Technical Artist** at **PRODUKTIA (2017 - 2018)** | VR/AR application development using Unity and Unreal Engine, focus on lighting and PBR materials.
- **Unity3D / Unreal Engine Instructor** at **Evolis (2017 - 2018)** | Taught gameplay scripting (C#), physics, Navmesh AI, particle systems...
- **Technical Artist / Developer** at **Valuexperience, Singular Emotion, and 3lements Studio (2015 - 2017)** | Focused on VR platform development (Oculus Rift, HTC Vive), frontend web programming, and 3D asset pipelines (Blender, Photoshop).