# Cosima Mancini Lead Technical Artist

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## PROFILE SUMMARY

- **Lead Technical Artist** with **12 years** in **narrative console games**, leading **5 technical artists** on characters and cinematics for Alan Wake 2 and its expansions.
- Works in **Remedy's Northlight engine**, **Maya**, **Houdini** and **MotionBuilder**, writes **Python** and **HLSL**, and ships on **PS5**, **Xbox Series X|S** and **PC**.
- Strongest in **facial rigs and performance capture**, **character material pipelines** and **shared tool frameworks** for large art teams.
- Works with the **art director**, **animation**, **cinematics**, **rendering** and **production**, and sets the tech art plan at each milestone review.
- Hires and mentors technical artists, with **3 promoted to senior**, and runs the studio's **monthly tech art guild**.

## TECHNICAL SKILLS

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| **Scripting & Shader Languages:** | Python, HLSL, C++, MEL |
| **DCC & Texturing Tools:** | Maya, Houdini, MotionBuilder, Substance 3D Painter, ZBrush |
| **Game Engines & Editors:** | Proprietary engines (Northlight, Housemarque in-house), Unreal Engine 5 (prototypes) |
| **Materials & Shading:** | Skin, hair and eye shaders, PBR, layered materials, material LODs |
| **VFX & Procedural Tools:** | Houdini Engine, Houdini Digital Assets, GPU particles, vertex animation textures |
| **Rigging & Animation Tools:** | Facial rigs, performance capture cleanup, Maya rigging, blend shapes, MotionBuilder retargeting |
| **Pipeline, Profiling & Version Control:** | Perforce, FBX, PIX, Razor, Jira, Confluence |

## EDUCATION

**Aalto University** — **M.A. in New Media (Game Design and Production)** — Espoo, Finland · Sep 2012 to May 2014

## WORK EXPERIENCE

**Remedy Entertainment** — **Lead Technical Artist** — Espoo, Finland · Apr 2020 to Present

- Led a team of **5** technical artists on characters and cinematics, setting priorities with the art director and producers across Alan Wake 2 and both expansions.
- Rebuilt the facial rig and performance capture pipeline with the animation team, cutting setup for each new character face from 3 weeks to **4 days**.
- Set up the skin, hair and eye material pipeline in **Northlight** with the rendering team, so **19 of 21** main cast characters got art director sign-off on first review.
- Planned a shared **Python** tool framework with the tools engineers, giving Maya and Houdini tools one launcher and updater used by more than **60** artists.
- Ran character memory reviews before each milestone, cutting hero character memory on Xbox Series S by **28%** with no visible loss in cinematics.

**Housemarque** — **Technical Artist** — Helsinki, Finland · Jun 2014 to Mar 2020

- Built GPU particle shaders and voxel destruction effects for Nex Machina with the VFX team, holding **60 fps** on PS4 in the densest arena waves.
- Wrote Houdini tools that generated arena geometry variations for Matterfall's level artists, cutting blockout time per level by **40%**.
- Owned the **Python** export scripts from Maya to the in-house engine and added checks that caught about **9 in 10** broken assets before they reached a build.