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19+ years turning creative production work into systems: pipelines, tools, and increasingly AI-assisted workflows that teams keep using after the demo. Currently Senior Technical Artist at Ubisoft Blue Byte, across AAA and mobile production.

info@omid-saadat.com | omid-saadat.com | linkedin.com/in/omidsaadat | github.com/omid3098

Technical Expertise

Core Technical Arts

- AI Integration: Text-to-Text, Text-to-Image, Image-to-Image, Video/Audio models for pipeline optimization
- Shader Programming: Node-based (Shader Graph, Amplify) and Code-based (HLSL, GLSL)
- Tool Development: Stand-alone applications, Editor Extensions, and In-Game Tools
- Procedural Generation: Textures, Meshes, Levels, and Content Automation
- VFX & Simulation: Particle Systems, Physics Simulation, and Visual Effects
- Performance Optimization: Profiling, Asset Optimization, and Runtime Performance

Technical Leadership

- Pipeline Architecture: DCC-to-Engine workflows, Asset Management, and Build Automation
- Game Architecture & Design Patterns: MVC, ECS, DDD, and Scalable Code Frameworks
- Automated Build Pipelines & CI/CD: GitHub Actions, GitLab Runner, Jenkins
- Cross-Platform Development: Mobile, Web, PC, and Physical/Digital products across Unity3D, Unreal Engine, Godot, and In-house Engines

Production & Process Leadership

- Agile/Scrum pipeline design, resource & budget forecasting
- Stakeholder engagement: translating creative requirements, managing scope, ROI presentations
- Cross-team coordination: aligning artists, engineers & producers for efficient workflows
- AI-Driven Automation: Implementing AI models for content generation, quality assurance, and pipeline optimization

Key Achievements

- **Process Innovation** — Designed pipelines saving up to 99.96% of artist time (1-day task in 10 seconds)
- **Team Development** — Trained and mentored technical artists, conducted teams of 20+ developers and artists
- **Standards Establishment** — Created comprehensive art pipeline documentation for 50+ team members
- **AI Pipeline Integration** — Leveraged AI models for rapid prototyping and automated content generation

Senior Technical Artist · Ubisoft Blue Byte Jan 2024 – Present · Düsseldorf, Germany

- Assumed technical leadership for all technical art disciplines during initial technical audit
- Architected and delivered DCC-to-engine pipeline for vehicle assets in the FarCry franchise
- Designed graph-setup tool saving artist time (1-day task in 10 seconds) while ensuring team consistency
- Drove cross-studio collaboration between multiple teams in co-development environment
- Led performance optimization through profiling and strategic planning, targeting stable 60fps on target hardware
- Mentored and trained technical artist to take ownership of vehicle shader systems

Freelance Technical Artist · Gameloft Toronto Jul 2022 – Apr 2023 · Istanbul, Turkey

- Optimized art pipeline for increased development speed supporting both legacy in-house engine and Unity
- Profiled and optimized game performance for mobile devices
- Developed tools for artists and designers to improve workflow and reduce human error
- Prepared educational materials on technical requirements for different teams

Lead Programmer & Technical Artist · LeMoonade Oct 2021 – Jul 2022 · Istanbul, Turkey

- Provided technical solutions, shaders, tools, and pipeline for a blockchain-based game
- Created a fully interactive 3D static website using Unity for CryptoRoomZ
- Developed a dedicated task execution system for interactive object behaviors

Technical Artist · Cafe Bazaar Sep 2020 – Jul 2021 · Karaj, Iran

- Provided technical solutions for four different F2P mobile game titles
- Prepared comprehensive documentation for 2D and 3D art pipelines for 30+ people
- Conducted two teams of 10+ developers and artists to optimize assets and code

Lead Game Programmer · Arsam Robotics Jan 2020 – Dec 2021 · Part-Time · Karaj, Iran

- Provided technology, tools, and pipeline for a physical/digital toy with four digital games
- Formed a team to deliver data from Android native image processing to Unity

EARLIER ROLES

Gameplay Programmer · Garaj Games

2019 – 2020

- Implemented core gameplay mechanics in Unity for a Match3 game
- Built editor tool for game designers to make 10+ levels per day
- Developed a bot to play levels and measure difficulty and playability

Freelance Game Programmer · Cultural Infusion

2018 – 2019

- Structured DDD architectures for fast, responsive music-based games in Unity
- Implemented procedural workflows to convert designed levels into JSON format

Game Programmer · Pooyegaam

2017 – 2018

- Technically managed development process in a challenging online pet game
- Coded a framework with dependency injection in Unity

Senior Game Programmer · Electro Gryphon Games

2015 – 2017

- Built game prototypes and technical demos
- Built editor tools for game designers and artists to validate levels and assets
- Programmed gameplay for a top-down shooter game for mobile platforms

Game Programmer & Tool Developer · Bitbyterz

2014 – 2015

- Wrote gameplay, UI, and editor tools for Memoranda (point-and-click adventure based on Murakami novels)

Game Programmer & 3D Generalist · Shexel

2012 – 2015

- Created complex 3D models, UV unwrapping, texturing, and rendered cinematics
- Designed and developed three games and two mobile applications using GameMaker Studio

Senior Character/Environment Artist · Fsr Company

2007 – 2013

- Modeled 3D environments and characters, UV unwrapping, and texturing
- Mentored 3D animator on character rigs and in-game animations
- Created MaxScript tools to automate lighting baking across five levels

Teaching & Mentoring

- **Industry Mentor** at ADPList · 2023–Present
- **Game Development Mentor** at XTiming Academy / IGDA · 2022
- **Unity 3D Instructor** at Iran Game Development Institute · 2017–2018
- **Computer Programming Teacher** at Pasargad College · 2015
- **3D Modeling Trainer** at FSR Company · 2010–2013

Education

Bachelor of Engineering, Computer Graphics Karaj Islamic Azad University (KIAU) · 2006–2010

Awards & Honors

- **Best Game Award** for Satyar: Return To Parseh — 2nd Broadcast Engineering Conference · 2007