

Christian Borò

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WORK EXPERIENCE

Forge Studios

Apr. 2023 - Present

Lighting Artist on NDA AAA Project | July, 2024 – December, 2025

Remote

- Usage of **static** and **dynamic lights**, occluders, reflection proxies and **cubemaps**, fog volumes, cloud cards, atmospheric **vfx**, emissive materials, custom primitive data and various scripts to shape the environment complying with the art direction and hardware limitations.
- Performance **budget management** using the various internal tools and authoring dynamic lighting and reflections appropriately both in gameplay and cinematics.
- Everything was done within the proprietary softwares and engine.

3D Environment Artist on NDA AAA Project | April, 2023 – July, 2024

- Creation of **in-game assets** and **optimization** of existing ones, complying with tight hardware limitations and polycount budget. Creation of **custom lods** and **collisions**, optimized **lightmaps** and **vista** meshes.
- Performance budget management using the various internal tools; draw call optimizations, culling, material swapping and tagging, vertex paint for texture blending and wind movement, shader complexity and triangle size. Main softwares used were Maya, Blender, Substance Painter, Substance Designer and various proprietary tools as well as the proprietary engine.

TwinOne

Dec. 2019 - Mar. 2023

3D Generalist

Milan, IT

- Creation and optimization of props and characters, designing and lighting environments. Everything targeted for desktop executable, virtual production and augmented reality applications based on Unreal Engine. Using poly modeling, sub-d and sculpting for assets, photogrammetry and laser scans for objects and surfaces.
- Research and develop optimal workflows and work with colleagues to further improve defined processes. Coordinated and managed various outsourcers maintaining the level of quality required by the project.

NABA - AIV - PoliMi

Oct. 2020 - Present

Teacher

Milan, IT

- Actively teaching in several Milan institutes. I take classes for both beginners and students at the end of their academic pursuits. I lead students through the standard techniques of the modern video games industry, focusing on the creation and lighting of environments. Among the main software I teach are: Maya, Blender, Substance Painter, Substance Designer and Unreal Engine but I also cover topics in most of the other standard industry softwares.

SKILLS & INTERESTS

- **Skills:** Reliable, organized and self-motivated. Capable of maintaining consistent quality throughout the entire duration of the project and capable of achieving high quality looking visuals with tight budget. Able to adapt in different tasks and skilled in communicating with leads and other departments, to seek advice, express ideas and insights. Able to prioritize and calculate task timings and execute them within the deadline. Good knowledge of the IT field and scripting/automation skills.

High knowledge of the gaming pipeline and game engine structure (PBR, PBL). Knowledge of versioning systems such as Perforce and SVN and task management systems such as Flow, Confluence, Jira and Asana.

- **Interests:** Photography enthusiast, natural forms and textures, hiking, tech-savvy, and (of course) videogames.