GIACOMO DRIUSSI

VFX Artist ~ Unreal Engine 5 / Niagara

United Kingdom (open to relocation, UK & EU) · driussi.giacomo@gmail.com

Portfolio: giacomodriussi.artstation.com · linkedin.com/in/giacomodriussi · 𝕏 @doctor_iussi

VFX artist with a shipped AAA title in Unreal Engine 5, spanning environmental and gameplay effects: level VFX from blockout to ship, a canonical boss arena delivered to hero-piece quality, and level-wide weather systems built within strict performance budgets. Artist first, with the production discipline to make effects readable in combat, consistent with art direction, and cheap enough to run on every platform.

EXPERIENCE

VFX Artist ~ TT Games (Warner Bros. Games), UK — Jul 2023 ~ Present

LEGO Batman: Legacy of the Dark Knight (UE5, shipped May 2026)

- Currently main VFX artist for Harley Quinn in the upcoming Mayhem Collection DLC (Sept 2026) ~ character abilities, gadgets, and takedowns ~ plus hero VFX for additional post-launch content.
- Joined during early production, learning tools and pipelines on the fly while delivering under tight iteration cycles; started in environmental VFX and expanded into gameplay and combat FX as production evolved, growing scope alongside the project until ship.
- Level VFX from blockout to ship on Nanda Parbat, unifying ambient, puzzle, and interaction effects into the game's onboarding experience.
- Delivered the Ra's al Ghul boss arena to hero-piece quality ~ bespoke materials, hand-tuned destruction and fire, holding frame rate across all platforms.
- Built level-wide persistent weather systems (snow, wind, atmospherics) within strict performance budgets.
- Realized the Batcave's five-stage transformation through environmental VFX ~ water, debris, and mood progression.
- Developed boss VFX under highly specific visual direction, keeping effects readable in combat and consistent with project style; worked from early, ambiguous briefs, iterating with design and level teams to define what "good" looked like in gameplay.

Co-Founder ~ Operations & Feasibility ~ Versy — Dec 2021 ~ May 2023

- Led day-to-day operations in a small startup, owning feasibility assessment for product features ~ scoping requirements, risks, timelines, and technical constraints from game/app development knowledge.

Co-Founder ~ Elderblaze — Jan 2021 ~ May 2023

- Interviewed game and film artists, translating their hiring and portfolio advice into actionable guidance for junior candidates; mentored undergraduate and recent-grad artists through portfolio reviews.

Earlier roles ~ Freelance & internships — 2019 ~ 2021

- Freelance graphic design (2020~21); project management internship at Ferrero (2019); advertisement & rendering consultancy, Studio Associato Architetti Paolo Tocchi, Venice (2019).

SHIPPED TITLES

LEGO Batman: Legacy of the Dark Knight ~ TT Games / Warner Bros. Games, 2026 ~ VFX Artist (PS5, Xbox Series X|S, PC · Nintendo Switch 2, Sept 2026)

SKILLS & TOOLS

Real-time VFX: Unreal Engine 5, Niagara, Blueprint scripting, gameplay & environmental VFX, VFX optimization and profiling

Content creation: Houdini, Photoshop, material and shader authoring, texture and mesh creation for VFX

Languages: Italian (native), English (fluent)

EDUCATION & TRAINING

VFX Mentorship ~ VFXApprentice (Jason Keyser) · real-time VFX

Master, IT & Computer Sciences ~ BigRock · 2019 ~ 2020

BA (Laurea), Design and Applied Arts ~ Accademia di Belle Arti di Bologna · 2016 ~ 2020, incl. Erasmus at Technische Hochschule Augsburg (2018 ~ 19)