

Lluís Andreu Pardo

Principal Environment Artist · Team Lead · Tech Art & PCG · AI Research · Web3 · AR

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PROFILE

Principal Environment Artist with 18+ years of experience across top-tier AAA studios — Crytek, Ubisoft, Asobo, and Jagex — and 4+ years at Parallel Studios leading environment art and outsource. At Parallel, I expanded well beyond traditional env art: building mobile-optimised shader pipelines, designing full-colony PCG systems in Unreal Engine 5, directing outsource teams across multiple projects, and researching generative AI workflows for game production. I have a strong track record of building and leading art teams from the ground up, owning pipelines end-to-end, and shipping high-quality work under real production constraints. I'm currently seeking roles at the intersection of game development, technical art, and AI — where craft, systems thinking, and curiosity about what comes next are equally valued.

CORE SKILLS

Environment Art World building, biome design, terrain, props, dressing, lighting

Technical Art Unreal Engine 5 PCG, custom shaders (vertex colour + packed masks), material pipelines

Real-time Rendering Lumen, Nanite, mobile optimisation, draw call reduction, instancing

AR Asset Pipeline Mobile AR (iOS/Android), alembic animation, vertex alpha, baked reflection techniques

Generative AI ComfyUI, Stable Diffusion, LoRA training, Atlas (text-to-3D), AI influencer pipelines

Leadership Team building, outsource management, art direction, briefs, mentoring

Unreal Engine 5 PCG graphs, Blueprints, materials, lighting, Lumen, mobile profiling

DCC Tools Maya, ZBrush, Substance Painter/Designer, Blender (Geometry Nodes), Houdini

Pipeline Modular systems, LOD strategy, texture atlasing, 1-draw-call asset pipelines

Web3 / NFT On-chain asset pipelines, generative collection systems (11k+), blockchain games

AI Tools ComfyUI, Stable Diffusion, Flux, ElevenLabs, Google Flow, Runway, Seedance

Engines (legacy) CryEngine (expert), UDK/Unity3D (professional)

EXPERIENCE

Parallel Studios · Principal Environment Artist & Lead Outsource Artist

Jan 2022 – Present

Colony — AI-driven mobile survival game (Unreal Engine 5)

- ▶ Sole environment artist and lighting lead on Colony; responsible for all world building, biome design, and visual quality across the full game environment.
- ▶ Designed and implemented a full-colony PCG system in UE5 capable of generating entire playable colonies procedurally, with supporting tools for lane connections, building placement, doors, and zone customisation — built to iterate and scale rapidly.
- ▶ Authored a proprietary mobile shader pipeline based on vertex colour material IDs and packed mask textures (dirt, wear, curvature, AO), delivering AAA-quality visuals within tight mobile performance budgets.
- ▶ Achieved a 1-asset-1-draw-call rendering strategy across all environment props through instancing and material batching, enabling strong visual variety with minimal GPU overhead.
- ▶ Integrated Atlas (text-to-3D generation) into the game loop, allowing players to generate and equip custom 3D assets (helmets, weapons) in real time inside a mobile game — a significant technical and design achievement.

Sanctuary — Third-person extraction shooter (Unreal Engine 5, PC)

- ▶ Led environment art for all secondary areas including caves, canyons, ruins, and the world surrounding the central map PoI; responsible for full-map lighting.
- ▶ Ported and expanded the Colony material pipeline to Sanctuary, adapting it for PC-quality targets with enhanced detail, feature set, and visual fidelity.
- ▶ Built PCG-driven vegetation propagation and biome systems — paths, rivers, rock scattering, natural prefabs — to achieve a believable, explorable open environment efficiently.
- ▶ Project reached first playable and was publicly presented; currently on hold pending partnership developments.

Parallel TCG — AR Card Assets

- ▶ Owned the full AR asset pipeline for the Parallel Trading Card Game: from cleaning up 3D concept art to defining shader configurations per asset type, briefing and reviewing outsource work, and final integration into iOS/Android native AR.
- ▶ Solved significant technical constraints in early native AR libraries: implemented vertex colour alpha for transparency and fade effects, alembic mesh animations with Blender Geometry Nodes (no bone rigs), and baked albedo reflections for plausible real-time feedback.

Parallel Avatars — 11,001-item NFT Collection

- ▶ Owned the complete 3D asset library (bodies, armour sets, headsets, weapons, shields, companions, faction accessories) for a Houdini-automated generative avatar system producing 11,001 unique items.
- ▶ Defined and managed the full outsource pipeline: asset briefs, quality benchmarks, art direction reviews, and material setup for cloud-rendered final delivery.
- ▶ Optimised meshes and textures for cloud rendering efficiency across the full 11k generation run while preserving videogame-quality visual standards.

AI Research & Generative Pipelines

- ▶ Researched and built ComfyUI-based workflows for generative AI in game art production: LoRA training for art-direction-consistent concept generation, AI influencer avatar animation pipelines (realistic, stylised, abstract), and exploration of prompt-to-3D-mesh workflows.
- ▶ Investigated tools including ComfyUI, Stable Diffusion, Flux, Google Flow, Runway, and Atlas with the goal of building a non-destructive, AI-assisted concept-to-production pipeline.

Outsource Management

- ▶ Established and led the outsource art function at Parallel as the studio's first dedicated outsource lead — defining briefs, pipelines, quality bars, and review workflows across all active projects simultaneously.

Ubisoft Barcelona · Lead 3D Artist

Sep 2016 – Dec 2021

Barcelona, Spain · AAA console/PC development

- ▶ Joined Ubisoft Barcelona as its first senior environment hire, with the brief to establish AAA-level art practice at a studio previously focused on mobile and casual games.
- ▶ Built the studio's art team from 3 people to multiple specialised units — a Gadgets & Weapons team and a full Monetisation team (concept, 3D, tech art) for Rainbow Six Siege, contributing directly to the game's long-running customisation and live service success.
- ▶ Expanded the studio's responsibilities through AC3 Remastered, demonstrating capability across large-scale world building, materials, lighting, and technical art — leading to participation in Assassin's Creed Valhalla.
- ▶ Led two full production mandates on AC Valhalla: secondary boss fight environments and the Hack Zones feature.
- ▶ Played a formative role in shaping Ubisoft Barcelona's growth into a full AAA co-development studio; the teams built during this period continue to operate there today.

SAE Institute Frankfurt · Game Art Teacher

Jan 2015 – Aug 2016

Frankfurt, Germany · Part-time alongside Crytek

- ▶ Designed and delivered curriculum covering next-generation asset pipelines, PBR material creation, ZBrush, Substance Designer and Painter, expanding the course beyond its existing syllabus.

Crytek · Senior Environment Artist

Mar 2013 – Sep 2016

Frankfurt, Germany · CryEngine / AAA console and PC

- ▶ Shipped Ryse: Son of Rome (Xbox One + DLC), Homefront: The Revolution, and Robinson: The Journey teaser (VR).
- ▶ Developed deep expertise in CryEngine, photogrammetry workflows, and physically-based rendering pipelines; contributed to mentoring and group leadership within the environment team.

Asobo Studio · Environment Artist

Aug 2011 – Feb 2013

Bordeaux, France

- ▶ Shipped Kinect Rush (Xbox 360): full level art from blockout through final lighting, post effects, and performance optimisation; led the 3D menu and scanning process visuals.

Jagex · 3D Artist

Jun 2007 – Sep 2008

Cambridge, UK

- ▶ Contributed to RuneScape's most significant graphics overhaul since its 2001 launch; one of three permanent artists selected to collaborate directly with engineering on new rendering features. Awarded the Jagex Spotlight Award for this work.

EDUCATION

Master in Professional Modelling & Texturing for Videogames

Animum, Málaga, Spain

2005 – 2006

3D Animation Degree

IDEP, Barcelona, Spain

2003 – 2005

LANGUAGES

Spanish Native

Catalan Native

English Full professional proficiency (IELTS 7)

French Elementary

References available on request · Open to remote and relocation · 1 month notice