

Pierre Yves Donzallaz "Pea-Air-Eve Donsala"

Swiss | Leamington Spa, UK | [LinkedIn](#) | [Portfolio](#) | [Long-format CV](#)

Summary

Over the last 2 decades, Pierre Yves has collaborated with Engineering, Art, Product and Design teams to develop real-time technologies. He has managed teams of engineers, artists and technical artists focused on computer graphics, tools development, workflows, education, and marketing.

He has contributed to large AAA game productions, such as [Red Dead Redemption 2](#), [Grand Theft Auto V](#), and the [Crysis](#) trilogy. He has led projects to develop, design, and showcase rendering technologies with accessible workflows for multiple game engines, such as Unity and CryEngine. Therefore, he has proven experience in 3D engine development, tools design, and 3D art production.

Pierre Yves strives for efficiency, is a great communicator and a fast learner. He always looks forward to creating engaging experiences with the most innovative technologies and workflows.

Experience

Meta	2023 – Present
Technical Art Manager, Avatars & Identity	Dec 2023 – Present
Unity Technologies	2018 – 2023
Senior Manager, Technical Art, Graphics	Jul 2022 – Dec 2023
Technical Art Manager, Graphics	Nov 2020 – Jun 2022
Senior Rendering Artist	May 2018 – Oct 2020
Rockstar Games	2014 – 2018
Principal Lighting Artist	Jun 2017 – May 2018
Senior Lighting Artist	Jul 2014 – Jun 2017
Crytek	2008 – 2014
Lead Level Artist	Sep 2013 – Jun 2014
Senior Lighting Artist	Jul 2012 – Sep 2013
Lighting Artist	Oct 2008 – Jun 2011

Education

Université de Fribourg - Universität Freiburg	2005 – 2008
BSc, Bachelor of Science in Computer Science (Minor in Information Management)	
Collège du Sud	2001 – 2005
Swiss Maturity Diploma (Major in Biology and Chemistry, Minor in Physics)	

Languages

- French (native)
- English (bilingual proficiency)
- German (limited working proficiency)
- Italian (elementary proficiency)

Interests & hobbies

- Photography, cinematography
- Travel, languages, gastronomy
- History, philosophy, science & technology
- Hiking, cycling, tennis, aviation
- Piano

Skills and Specialities

Management

- Manage and mentor teams of artists, designers, and engineers
- Create a culture of open feedback and transparency
- Represent and advocate for Technical Art internally
- Collaborate with Engineering, Product, and Marketing organizations
- Drive roadmap direction based on user needs and industry standards
- Ensure efficient allocation of employee resources
- Drive internal projects, including budgeting and planning
- Conduct employee performance reviews
- Screen candidates and conduct behavioral interviews

Technology

- Translate abstract art direction requirements into technical specifications
- Collaborate with engineers to improve software and workflows
- Design, test, maintain, and document features, tools, and pipelines
- Create samples and test scenes to validate technologies
- Write technical papers promoting software and workflows

UX Design

- Analyze workflows and document user stories
- Gather user data and feedback to drive development roadmaps
- Design tools and workflows to solve creators' problems
- Produce wireframes and interactive prototypes

3D Art

- Create mood boards, color scripts, reference boards, and style guides
- Direct outdoor, indoor, cinematic, and product lighting
- Compose 3D environments
- Provide feedback to improve visual quality and performance
- Transmit knowledge of physically-based rendering and lighting theory
- Educate about photographic and cinematographic concepts

Marketing and Education

- Produce marketing imagery and videos
- Create video tutorials, articles, and e-books
- Talk at conferences for education and promotion
- Support customers with best practice guidelines
- Develop training workshops

Software

- **Game Engine:** Unity, CryEngine, RAGE
- **Design:** Figma, Miro, XD
- **3D:** 3ds Max, Substance, World Machine, Gaea
- **2D:** Photoshop, Lightroom
- **Video:** Premiere Pro, Vegas
- **Management:** Jira, Favro, Airtable
- **Version control:** Perforce, GitHub, Plastic SCM

Credits

Unity Technologies

- 2023: [URP 3D Sample Scenes](#) (Senior Technical Art Manager)
- 2022: [Unite 2022: How to Light an Environment in Unity](#) (Senior Technical Art Manager)
- 2021: [Volumetric Clouds in Unity with HDRP](#) (Technical Art Manager)
- 2021: [SIGGRAPH 2021: New Lighting Features in Unity](#) (Technical Art Manager)
- 2021: [NVIDIA Webinar: Ray Tracing in Unity](#) (Technical Art Manager)
- 2021: [HDRP Template for Unity](#) (Technical Art Manager)
- 2021: [Lost in Random](#) (Senior Technical Artist)
- 2020: [High Fidelity Graphics for games with HDRP](#) (Senior Rendering Artist)
- 2020: [High-end visualizations in Unity](#) (Senior Rendering Artist)
- 2020: [Virtual Production in Unity – Lexus](#) (Senior Rendering Artist)
- 2019: [Phoenix Point](#) for PC and Mac (Uncredited)
- 2019: [Sea of Solitude](#) for PC, Xbox One, and PS4 (Uncredited)
- 2019: [Create high-quality light fixtures in Unity](#) (Senior Rendering Artist)
- 2018: [11-11: Memories Retold](#) for PC, Xbox One and PS4 (Uncredited)
- 2018: [Set up the Lighting Pipeline in Unity](#) (Senior Rendering Artist)

Rockstar Games

- 2019: [Red Dead Redemption 2](#) for PC (Principal Lighting Artist)
- 2018: [Red Dead Redemption 2](#) for PS4 and Xbox One (Principal Lighting Artist)
- 2015: [Grand Theft Auto V](#) for PC (Senior Lighting Artist)
- 2014: [Grand Theft Auto V](#) for PS4 & Xbox One (Senior Lighting Artist)

Crytek

- 2022: [Crysis 3 Remastered](#) for PC, PS4/5, Xbox One (Senior Lighting Artist)
- 2022: [Crysis 2 Remastered](#) for PC, PS4/5, Xbox One (Lighting Artist)
- 2015: [Evolve](#) for PC, PS4 & Xbox One (Lead Level Artist, support)
- 2014: [Ryse: Son of Rome](#) for PC (Lead Level Artist)
- 2013: [Ryse: Son of Rome](#) for Xbox One (Lead Level Artist)
- 2013: [Crysis 3](#) for PC, Xbox 360, and PS3 (Senior Lighting Artist)
- 2011: [Warface](#) for PC (Lighting Artist)
- 2011: [Crysis 1](#) for Xbox 360 and PS3 (Lighting Artist)
- 2011: [Crysis 2](#) for PC, Xbox 360, and PS3 (Lighting Artist)
- 2007: [Natural Mod for Crysis](#) for PC (Amateur modder)

Conference Speaker

- Unite 2022: [4 techniques to light environments in Unity](#)
- ReConnect 2022: [How to Light an Environment with Unity](#)
- SIGGRAPH 2021: [New Lighting Features in Unity](#)
- NVIDIA Webinar 2021: [Ray Tracing in Unity](#)
- Unite Now 2020: [High Fidelity Graphics for games with HDRP](#)
- GDC 2013: [Shining the Light on Crysis 3](#)
- FMX 2013: [The Art and Technology behind Crysis 3](#)
- GDC 2011: [Lighting in Crysis 2](#)