



Patricio Di Bacco

Technical Artist | Unreal Engine  
Specialist | UAI Certified Instructor

Italy, Bergamo

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https://dibacco.fr

Profiles

patricio-acr... dibacco.fr

acrovia.eu

Skills

Unreal Engine  
Specialist

Blueprints, PCG, Niagara VFX,  
Materials/Shader, Sequencer, Level  
Design, Performance Optimization, Editor  
Tools

3D Software  
Generalist

Blender, Maya, Substance Painter,  
Substance Designer, ZBrush

Programming  
Advanced

C++, Python, C#, JavaScript, PHP, Arduino

Technical Skills  
Advanced

Motion Capture, Pipeline Automation, Git,  
Docker, Server Management, Linux,  
Proxmox, TrueNAS

Web Development  
Expert

HTML5, CSS3, JavaScript, PHP, MySQL,  
Node.js

Interests

Interactive Art

VR experiences, Immersive installations,  
Sound-reactive environments

Technical Innovation

Pipeline automation, Tool development,  
Open source contributions

Game Development

Rapid prototyping, Game jams,  
Experimental mechanics

Certifications

Unreal Authorized Instructor (UAI)

Epic Games

2025-01-01

Unreal Fellowship

Epic Games

2024-01-01

Languages

Italian  
Native

Spanish  
Native

French  
Fluent

English  
Fluent

Unreal Authorized Instructor (UAI) and Technical Artist with 15+ years of experience at the intersection of art and technology. Expert in Unreal Engine (Blueprints, PCG, Niagara, Materials), real-time rendering, and pipeline automation. Proven track record delivering VR experiences for cultural events (Venice Biennale), interactive architectural configurators, and game development projects.

Experience

Acrovia Studio 2020-01-01 - present

Founder & Technical Lead Italy

https://acrovia.eu

- Founded and operate specialized studio delivering Unreal Engine solutions for architecture, entertainment, and cultural sectors
- Developed interactive architectural configurators enabling real-time material, lighting, and layout customization
- Created VR experiences for museums and cultural exhibitions, including work featured at Venice Biennale
- Built automated pipeline tools using Python for Maya, Blender, and Unreal Engine (published on GitHub)
- Manage all technical and creative aspects from concept to deployment across multiple project types

Acrovia Studio 2024-11-01 - Present

Unreal Engine Instructor (UAI Certified) Italy

https://acrovia.eu

- Deliver professional Unreal Engine training in four languages (French, Italian, Spanish, English)
- Teach advanced technical art workflows: real-time rendering, cinematic tools, PCG, Niagara, MetaHumans
- Provide Blender and Maya instruction focused on modeling, animation, and rendering for real-time pipelines
- Develop custom curriculum for individual students and corporate clients
- Hold Epic Games certification as Unreal Authorized Instructor (UAI)

Gioberg 2024-06-01 - 2024-10-31

3D Environment Artist | 3D Printing | Photography Italy

- Collaborated with architects creating detailed 3D models and photorealistic renders of bar interiors and furniture
- Produced 3D-printed physical prototypes for client presentations
- Captured professional photography to complement architectural presentations
- Remodeled existing designs optimizing for both visualization and fabrication workflows

Atos 2022-09-01 - 2023-09-30

3D Generalist France

- Designed, modeled, and integrated 3D assets for real-time applications in Unity and Nvidia Omniverse
- Optimized assets for interactive applications and real-time rendering
- Collaborated with cross-functional teams delivering enterprise visualization solutio

Dark Euphoria - Venice Biennale 2022-06-01 - 2022-08-31

VR Unreal Engine Developer France - Italy

- Sole developer for "Le Cas de l'Hippocampe" VR musical theatre experience at Venice Biennale 2022
- Developed immersive VR environment in Unreal Engine 5 with real-time sound interaction via OSC and Max/MSP
- Created three distinct sonic landscapes (lunar, submarine, Arctic) responding to user head movements
- Modeled, rigged, and animated all visual assets for the interactive narrative experience
- Featured at:La Biennale di Venezia

Université Paris 8 2021-06-01 - 2021-08-31

3D Generalist - Intern France

- Set up and calibrated camera systems for motion capture workflows
- Developed custom internal tools using PHP for university web services
- Implemented Docker solutions optimizing deployment and maintenance of web infrastructure

W3 Digital Agency 2012-03-01 - 2018-01-31

Full Stack Engineer - Team Leader Argentina

- Led front-end and full-stack development for Citibank LATAM across multiple markets
- Coordinated distributed teams in Brazil branch overseeing site maintenance and feature development
- Delivered responsive web solutions using HTML, CSS, JavaScript ensuring performance and security standards
- Developed ChatBots using Node.js, Python, and IBM Watson for customer service automation
- Managed end-to-end development lifecycle from requirements to deployment

Independent 2015-01-01 - 2019-12-31

Mobile Game Developer

https://acrovia.net

- Developed and published mobile games on Google Play Store and Apple App Store
- Built platformers (Infinity Jumper), puzzle games (2048 variants), and casual games
- Used Game Closure and Cocos2d engines for cross-platform development
- Integrated Facebook APIs for social features and user engagement
- Generated revenue through ads and in-app purchases

Education

VIA University College 2025-01-01 - 2025-01-31

Entrepreneurship Workshop

Université Paris 8 2020-09-01 - 2023-06-30

Arts et Technologies de l'Image (ATI) Master 2

Universidad Nacional de Quilmes (UNQ) 2015-01-01 - 2019-12-31

Music and Technology Bachelor

Université Paris 8 & Instituto Superior de Arte (ISA) 2018-01-01 - 2019-12-31

Music Composition & Digital Sound Erasmus Exchange