



Patricio Di Bacco

Technical Artist | Unreal Engine Specialist | UAI Certified Instructor

✉ Italy, Bergamo

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🌐 <https://dibacco.fr>

Profiles

[LinkedIn](#) patricio-acr... [Email](#) dibacco.fr

[Portfolio](#) acrovia.eu

Skills

Unreal Engine Specialist



Blueprints, PCG, Niagara VFX, Materials/Shaders, 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

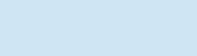
Epic Games

2024-01-01

Languages

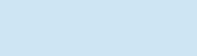
Italian

Native



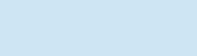
Spanish

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

Italy

Founder & Technical Lead

🌐 <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

Italy

Unreal Engine Instructor (UAI Certified)

🌐 <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

Italy

3D Environment Artist | 3D Printing | Photography

- 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

France

3D Generalist

- 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 solutions

Dark Euphoria - Venice Biennale

2022-06-01 - 2022-08-31

France - Italy

VR Unreal Engine Developer

- 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

W3 Digital Agency

2012-03-01 - 2018-01-31

Argentina

Full Stack Engineer - Team Leader

- 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

Independent

2015-01-01 - 2019-12-31

France

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

Workshop

Entrepreneurship

Université Paris 8

2020-09-01 - 2023-06-30

Master 2

Arts et Technologies de l'Image (ATI)

Universidad Nacional de Quilmes (UNQ)

2015-01-01 - 2019-12-31

Bachelor

Music and Technology

Université Paris 8 & Instituto Superior de Arte (ISA)

2018-01-01 - 2019-12-31

Erasmus Exchange

Music Composition & Digital Sound