



NICOLAS PIROT

Senior Technical Artist

Bio

Driven to create immersive experiences. All about giving artists the best tools to create beautiful and unique games.

Avid fan of film, photography, VR/AR, games and collecting art books.

Currently living in the UK, London

Languages

- English ●●●●●●●●●●
- French ●●●●●●●●●●
- Dutch ●●●●●●●●●●
- German ●●●●●●●●●●

Education

Ba Digital Arts and Entertainment
Game Graphics Major
Howest University - DAE
Kortrijk, Belgium

 NicolasPirot.com

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 [Linkedin.com/in/NicolasPirot3D](https://www.linkedin.com/in/NicolasPirot3D)

 [Artstation.com/nicolaspirot](https://www.artstation.com/nicolaspirot)

Skills & Software

Unreal Engine 4/5 - Blueprints, Shaders, Python

Building interlinked systems to connect gameplay and visuals
GPU/CPU Performance profiling and optimisation
Bespoke sequencer work to support AAA cinematics

Authoring & leading solutions for project-wide tech
(Global game systems such as weather, destruction)

Data handling with Python for asset tracking (Shotgrid)
Training artists and mentoring junior team members for UE4
Virtual Production for camera motion capture

Houdini - Python, Vex, Hscript

Procedural content generation
Bespoke Cloth simulation for use in game cinematics

3DsMax - Maxscript

Game asset creation pipeline
Basic Rigging and skinning
Basic content generation tooling in Maxscript

Other DCCs - Zbrush, Substance Suite, Megascans

Artist workflows in content generation pipelines for games

Productivity - Perforce, Jira, Microsoft TFS, Git

Stream-based Version Control systems, Agile Development

Unity - C#, Oculus DevKitz

Fast-paced iteration and prototyping for games (mobile/VR)

Experience

Senior Technical Artist

Suicide Squad: Kill the Justice League
Rocksteady Ltd / WBgames
Feb 2018 - Current



Technical Artist

Sackboy: A Big Adventure
Sumo Digital
Feb 2017 - Feb 2018



Awards & Honours

BAFTA Games awards 2021
Best Family Game, Best British Game
Sackboy: A Big Adventure - Sumo Digital



BAFTA games member - Crew/Connect 2020 - current

MCV 30 under 30 Honourable Mention - 2020/2023

MCV Rising Star - 2019

Graduate Impact award 2018

Unreal Engine Sizzle Reel Feature - 2017

Technical Art pieces published by 80.lv

Brains Eden Gamejam 2016 - Best mobile Game