

Echen Deligani

Lead Technical Artist

Email | [GitHub](#) | [IMDb](#) | [ArtStation](#) | [Instagram](#)

Summary

Versatile and results-driven Lead Technical Artist with 10+ years in game development, VFX, and animation. Experienced in bridging art and engineering with procedural generation, pipeline optimization, and high-quality asset creation for AAA films, WebGL apps, and AR/VR projects. Skilled in team leadership and creative problem-solving, delivering immersive, technically advanced experiences that captivate users and enhance storytelling.

Experience

Lead Technical Artist

Infinite8

2019 – 2025

Battle of Rovers (Latest Project):

- **Overview:** Developed a multiplayer AAA game supporting up to 200 concurrent users.
- **Technical Leadership:** Led a cross-functional team in designing and implementing advanced gameplay systems using Photon Fusion and Unity Services.
- **Integration & Optimization:** Connected the game's inventory and shop systems with Steam, managing full setup for release on the platform.
- **Impact:** Delivered a robust, scalable solution that enhanced the multiplayer experience and expanded market reach via Steam integration.

LandRocker Project: Led development on *LandRocker*, a multiplayer space mining game. Built a seed-based planet generator for unlimited, diggable planets using voxel tech and developed a physics-based rover controller. Directed a team of 5-6 developers and 10 artists to refine and release the game, achieving over 800 concurrent users at launch.

- **WebGL Avatar Maker for Du, Dubai:** Created an interactive avatar maker for the football world championship, enabling visitors to customize avatars with team jerseys and facial features. Implemented a QR-based feature for visitors to save and share avatars, enhancing user engagement in a unique physical installation.
- **Alef University Climate Change Game:** Managed a WebGL-based educational quest game with over 11,000 users, raising awareness about climate change through an immersive, third-person experience for Alef University.

VFX Artist (Freelance)

Main Road Post

2015 – 2023

- Produced high-fidelity digital doubles and creature models for blockbuster films, leading sculpting on main characters and monsters for major studio productions, including *Attraction*, *Invasion*, and *Warriors of Future*. Enhanced cinematic realism through advanced sculpting, 3D modeling, and texturing, contributing to high-profile visual effects.

Senior Unity Developer

Viewtech / Carnik Group

2016 – 2018

- Developed AR and interactive applications for exhibitions and events, including Kinect and Leap Motion games for *Irancell* and other prominent brands. Created simulations and interactive apps that boosted audience engagement, blending technical innovation with visually compelling content.

3D General Artist

Cubincup Animation Studio, Belarus

2012 – 2014

- Modeled, textured, and rigged stylized characters and environments for children's animations and commercials. Contributed to the animation pipeline by creating rigs and character designs, delivering high-quality assets for a range of interactive and promotional projects.

Skills

- **Programming:** C#, JavaScript, Maxscript
- **3D Modeling & Sculpting:** ZBrush, 3ds Max, Photoshop, Substance Painter
- **Game Development:** Unity3D, Procedural Generation, Gameplay Logic, Networking (Photon, FishNet)
- **AR/VR & WebGL:** GoogleAR, Vuforia, ARKit, Three.js
- **Pipeline & Optimization:** Addressable Assets, GLTF, Shader Graph, VFX Graph
- **Project Leadership:** Cross-functional Team Management, Mentoring, Collaboration

Education

Bachelor's in Physics (*Incomplete*)
Belarusian State University, 2008-2012

Portfolio: [ArtStation](#) | [GitHub](#) | [IMDb](#) | [Demo Reel](#)