

# Joana Costa Cunha e Almeida

She/her

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## Experience

### Massive Miniteam

Senior Technical Artist | 2023 – 2025

Technical Artist | 2022 - 2023

- Oddsparks:  
An Automation Adventure

### Ubisoft Mainz

Technical Artist | 2019 - 2022

Junior Technical Artist | 2016 - 2019

- Rainbow Six Siege
- The Settlers
- South Park: The Fractured But Whole
- The Division | 3-month assignment at Ubisoft Reflections

### Limbic Entertainment

Junior Technical Artist | 2014 – Dec 2015

Intern Technical Artist | 6 months

- Might & Magic Heroes 7

## Skills

### Languages

Fluent | Portuguese, German, English

Elementary | French

### Programming

C#, C++, Java, HTML, CSS, Node-based scripting

### Engines

Anvil, Snowdrop, Unreal Engine, Unity, CryEngine, Twine

### Software

Photoshop, Maya, Blender, ZBrush, Substance suite, Word, Excel

### Creative

Classical drawing, Digital painting, Creative writing, Animation, Rigging, Game design, D&D DM, Cosplay/Sewing

### Management

Agile (SCRUM), JIRA, Confluence

## Accomplishments / Education

### Selected for IGDA Foundation

### Virtual Exchange

Next Gen Leader Cohort | 2021

### Hochschule Darmstadt

Leadership in the Creative Industries M.A.  
| 2016

Digital Media - Animation & Game B.A – 2.3  
| 2010 – 2014

## Projects

### Oddsparks: An Automation Adventure

- Created Materials and Niagara VFX for the entire project
- Implemented several UE Blueprint gameplay systems i.e. for the decoration feature
- Supplementary 3D modeling to assist Artists
- Motion Graphics for the intro & outro using UMG
- Mentored coworker in the arts of the tech

### Rainbow Six Siege

- Worked in a transversal support role, collaborating with all departments of my team of ~30, as an expert of internal tools and engine use and backup for complex and urgent tasks, and assisting others.
- Taught new UI tool & VFX to art team of 6, and introduced them to more tech-based concepts of our tools.
- Rebuilt the UI for Battlepass, the Shop and several other screens.
- Created VFX for all loot packs.
- Data and asset management with focus on consistency and best practices.
- Worked cross-studio across multiple time zones

### The Settlers

- Set the basic structure and best practices for UI creation.
- General UI implementation. creation of UI shaders to support larger features.
- Worked cross-studio

### The Division

- Implemented UI for new features, such as the commendation and patches systems and refactored and improved the DLC launch UI. Implemented and adapted required UI shaders.

### Diversity & Inclusion Initiatives at Ubisoft

- Co-founder of the Mainz Diversity & Inclusion council,
- co-chair of the global Queer ERG UbiProud, and creator of an internal, global queer chat community with 300+ members.

### #FemDevsMeetup

- Organizer and Co-founder of Frankfurt, Germany branch. FemDevsMeetup offers networking events in Germany for women, marginalized groups, and allies who are interested in the game industry.