

# Joana Costa Cunha e Almeida

She/her  
Köln, Germany

[contact@joanaalmeida.eu](mailto:contact@joanaalmeida.eu)  
[linkedin.com/in/joanaal/](https://linkedin.com/in/joanaal/)

## 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 script-  
ing

### Engines

Anvil, Snowdrop, Unreal Engine, Unity, CryEn-  
gine, Twine

### Software

Photoshop, Maya, Blender, ZBrush, Sub-  
stance 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.