Victor Moneratto

Staff Graphics Engineer | Wildlife Studios | October 2018 - present

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Summary

Graphics engineer with 8+ years of experience in mobile games. Primary rendering and performance specialist for the majority of the New Games department's projects. Worked closely with industry veterans across North America and Europe. Previously shipped Zooba and Suspects.

- Designed and implemented complete rendering systems and pipelines that balance visual quality, performance scalability, and production requirements.
- Owned and maintained the shared New Games graphics stack, used by more than a dozen projects: shaders, custom render pipelines, asset workflows, and editor tools.
- Analyzed performance and diagnosed bottlenecks across devices using profilers, graphics debuggers, and vendor-specific tools.
- Guided projects and stakeholders through technical decisions. Mentored engineers and artists.

Highlights

Burst Animator with GPU Instancing August 2026

Multithreading and instanced rendering more than halved frame times in Stellar Core's Ashes of War.

- Reimplemented Unity Animator controllers in multithreaded, asynchronous Burst jobs that execute state-machine graphs, resolve transitions, and compute blend weights.
- Implemented GPU-instanced rendering with vertex animation textures (VATs), using a tiled runtime atlas for predictable memory management and efficient use of texture space.
- Preserved Unity Animator's API and existing artist workflows. Built a ScriptedImporter that re-exports models with GPU Animator components and animation data configured.

Graphics Tools for AI Agents May 2026

Enabled AI agents to analyze rendering and performance using business, player, and device data.

- Develop and maintain a suite of agent skills and CLI wrappers for tools such as Unity's Frame Debugger and Profiler, RenderDoc, Arm Offline Compiler, and PVRTune.
- Ground agents in business, player, and device data to interpret profiling results and estimate rendering costs from shader analysis for representative gameplay workloads.

Modular Character Pipeline September 2024

Designed and shipped a pipeline for faster character production in Stellar Core's Heroes of Nymira.

- Defined rig and export standards so artists could build modular parts during pipeline development.
- Built tools to generate low-poly gameplay LODs from high-detail meshes and merge character parts into one mesh and material for a single draw batch.
- Developed animation retargeting tools to combine models and animations across two rigs with different proportions and stylized bone hierarchies incompatible with Unity's Humanoid.

Technical Skills

Rendering Pipelines · Shaders · Lighting · PBR · IBL · GPU Compute · Game Engine Architecture
Performance Profiling · Graphics Debugging · Systems Programming · Data-Oriented Design
Linear Algebra · Multithreading · Gameplay Programming · Content Pipelines · Unity · Unreal Engine

Education

University of São Paulo, ICMC 2014 - 2019

Bachelor's Degree in Computer Science

Federal Institute of São Paulo 2010 - 2013

Technical Diploma in Informatics