

ERIC ZMIRO

TECHNICAL DIRECTOR / GAME ENGINEERING

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DEVELOP 100 • TWICE RANKED WORLDWIDE

Magic Pockets | #99 in 2007 • #86 in 2010

“Automate everything that can be automated. Human energy should be devoted to creation.”

Founder, hands-on engine architect and Technical Director with four decades in game development. Built, grew and led engineering teams while creating the technology and production systems that helped win projects for major international publishers.

MAGIC POCKETS • 2000–PRESENT

Founder, President & Technical Director • Paris area, France

- Built, recruited and led engineering teams across up to three concurrent productions, working with multidisciplinary project teams of 10–25 people; established architecture, tooling, standards and technical delivery.
- Delivered 60+ distinct games and approximately 180 platform SKUs across handhelds, consoles, PC and mobile, including 17 titles with Ubisoft, 7 with Activision and 6 with Electronic Arts.
- Delivered four landmark titles totaling 4.2 million units sold: Teenage Mutant Ninja Turtles (1.9m), Harry Potter (1.2m), Tennis World Tour (700k) and Miraculous: Rise of the Sphinx (400k).
- Conceived and personally engineered the Intuition proprietary game engine and automated content pipeline with a small engineering team. Used across 32 released games; the technology was also licensed to competing studios.
- Made production automation a commercial advantage: smaller programming teams, faster content integration, greater creative capacity and competitive delivery costs.
- Led the transition to Unity / C# and full-cycle multiplatform delivery; expanded into self-publishing, C++ multiplayer backend, Linux operations and live telemetry with Clean Up Earth.

EARLIER LEADERSHIP EXPERIENCE

PLANET INTERACTIVE

1999–2000

Co-founder & Technical Director

Created GBC engines and automated pipelines adopted across the studio's Game Boy Color catalogue; reduced a game production cycle from 6–8 months to 5 weeks.

MONTE CRISTO MULTIMEDIA

1997–1999

Technical Director

Personally developed the missing rendering technology needed to complete the studio's first game; developed its second title and built up the engineering team.

TITUS INTERACTIVE

1986–1996

Programmer → Technical Director

Programmed major hits, developed shared engines and tools, and progressed to technical leadership and programmer recruitment.

SELECTED TECHNICAL ACHIEVEMENTS

Hands-on engineering that makes teams faster, smaller and more creative

01 Intuition — Production Automation

FROM ARTIST FILES TO WORKING GAME CODE

- Built automated 2D and 3D asset pipelines: artists deposited source files; tools imported, optimized, integrated and exposed resources to programmers without repetitive manual steps.
- Sprite import automatically split sheets into blocks, deduplicated identical or flipped tiles, read hotspots from alpha layers and generated predictable C identifiers from filenames.
- Created transparent LRU-based asset streaming, using VRAM as a cache for cartridge or disc content: programmers requested an asset without allocating, loading or evicting it themselves.
- Removed entire categories of asset-management work and associated memory leaks; most games ran without loading screens.

02 High-Performance Rendering

TENNIS WORLD TOUR · NINTENDO SWITCH

- Rendered 34,000 independently animated, skinned spectators at 60 FPS on Nintendo Switch, with varied clothing.
- Encoded 4x3 animation matrices into textures and accessed them in vertex shaders, avoiding per-character CPU animation and matrix transfer.
- Built an automatic shader composition system driven by a 64-bit feature mask instead of maintaining large families of hand-written variants.

03 Clean Up Earth — Multiplayer at Scale

C++ NETWORKING · LINUX · LIVE OPERATIONS

- Personally architected a lightweight centralized multiplayer server in C++ without specialist networking middleware, supporting large environments and cooperative groups of 10–30 players.
- Operated low-cost Linux-based network infrastructure (reported network cost under €4/month), with integrated telemetry and worldwide players.
- 55,000 players · 500,000 sessions · 350,000 cumulative play hours · 500+ peak concurrent players across demo and full game (October 2026).

04 Unity & Full-Cycle Technical Delivery

STUDIO LEADERSHIP · SHIPPING · SUPPORTING LIVE GAMES

- Led technical teams and development workflows from game conception through porting, platform certification, updates and DLC; Unity productions include Miraculous: Rise of the Sphinx.
- Managed proprietary engine evolution, production tooling, technology transitions and increasingly complex multi-platform schedules.

CORE EXPERTISE

Engineering: ASM, C, C++, C#, Unity, GPU/CPU optimization, rendering, animation, memory systems, networking, Linux. Leadership: Creating, hiring, mentoring and leading engineering teams; architecture, production automation, cross-platform delivery, certification, self-publishing.