

## Professional Profile

### Skills summary

- Extensive experience in 3D modeling, texturing, lighting, particles, shaders, and in-engine implementation.
- Understanding of form, volume, weight, and scale.
- Familiarity with traditional art. Drawing, painting and sculpting.
- Well versed in the technical aspects of video game art such as topology, edge flow, UV unwrapping, texture efficiency, polygon efficiency, and modular modelling techniques.
- Strong knowledge of technical & artistic concepts unique to video game development.
- Experience with rigging, skinning and animation.
- Extensive programming and scripting experience. Both in-engine and development of external tools and applications; with a strong emphasis on graphics.
- Strong background in programming tools for content creation software such as Photoshop, 3ds Max, Maya, and MODO; as well as tools for engine editors such as Unity and Unreal.
- Experience working as a software engineer in the development of client-server model applications, frontend and backend.
- Reliable problem-solving and technical skills.
- Excellent team work skills. Able to effectively communicate and resolve complex problems as they arise.
- Have used Scrum and Agile methodologies. Familiarity with version control software such as Perforce, Plastic SCM, SVN and Git.
- Great passion for video game development.
- Language skills: English (Fluent), Spanish (Fluent), Japanese (Business).

## Professional Experience

**Nov 2023 – Present | Technical Artist & Graphics Engineer**  
**KLab, Inc.**

**Jan 2021 – Oct 2023 | Game Development Engineer / コンシューマゲーム開発エンジニア**  
**Marvelous, Inc.**

- DEADCRAFT (Technical Art & Graphics Engineering Support) – PS4, PS5, Xbox One, Xbox Series S/X, Switch & PC
- Story of Seasons: A Wonderful Life (Engineering Support) – PS5, Xbox Series X, Switch & PC
- Daemon X Machina Titanic Scion (Technical Art & Graphics Engineering Support)
- Project LIFE is RPG (Technical Art & Graphics Engineering Support)
- Silent Hope (Technical Art & Graphics Engineering Support) – Switch & PC

**Sep 2019 – Dec 2020 | Technical Artist / テクニカルアーティスト**  
**VERTechs, Inc.**

- Creation and development of 3D environments, simulators and visualizations in real-time engines for AI and automotive industries.
- Planned, developed, and maintained all technical art solutions in several projects. Including but not limited to shader development, rigging, tool development, pipeline setup, VFX creation and implementation, and animation setup.

- Took part in art-related tasks such as in-location photoshoots for reference and photogrammetry, art leading for 3D environment creation, lighting, art support, troubleshooting and optimization.
- Took ownership of several technical tasks such as in-engine tool programming, simulator “gameplay” programming, CarSim implementation, research & development, and technical problems troubleshooting.
- Conversion of HD Map data to OpenDRIVE format
- Technologies: Maya, Substance Designer, Substance Painter, Houdini, Photoshop, After Effects, RoadRunner, Unity, Unreal Engine, C++, C#, Python, Ubuntu, Windows, SVN

## **Nov 2018 – Sep 2019 | 3D Simulation Engineer / 3D シミュレーションエンジニア**

### **Ascent Robotics, Inc**

- Development and maintenance of simulators and related tools with the purpose of data generation and AI validation. Worked directly with the AI team.
- Research and evaluation of technologies and solutions for further simulation development.
- Infrastructure and automation related tasks for source control systems and continuous integration
- Technologies: Maya, Unreal Engine, C++, Python, Git, Plastic SCM, Ubuntu

## **Nov 2017 – Apr 2018 | Freelance Technical Artist – Hello Ludo**

### **Mech Mocha**

- Visual development tasks for defining the look and feel of the game art and VFX.
- 3D modelling, texturing, animation, and rendering of assets for real-time in-engine implementation, as well as pre-rendered sprites and VFX.
- Had full ownership of the whole game art pipeline, tech art, animation, and VFX set up.
- Planned, produced and implemented most of the game VFX.
- Shader programming and optimization for all visual elements and VFX.
- Planning and development of Unity editor tools for faster testing and implementation of art and tech.
- Full ownership of all the gameplay frontend systems and engineering. Implemented in its entirety the gameplay frontend and its interaction with the gameplay backend.
- Documented and maintained all technical documents related to the frontend API and all the art, animation and VFX tech set up.
- Coordinated with the gameplay engineering team to plan, implement, test, and debug all gameplay features.

## **Sep 2017 – Dec 2017 | Freelance Tools Programmer**

### **Numik**

- Planning and development of software tools for 3ds Max.
- Tools were designed with the client’s specific workflows and involved automating tasks such as texture and model processing, lighting, and the usage of tool data and settings across multiple workstations.
- Tools also interacted with external 3ds Max plugins and software such as ForestPack, RailClone, and Redshift Renderer.

- Tool development done primarily in MAXScript, as well as with the integration of external .NET libraries.

## **Jun 2017 – Oct 2017 | Freelance Environment Artist**

### **Studio Kikito**

- Modelling, texturing, lighting, and implementation of stylized environments in the Unity engine
- Development of custom shaders as needed for the environments
- VR Project

## **Jul 2017 – Jul 2017 | Freelance Software Engineer**

### **Rolamix**

- Backend development for a web/mobile application
- Implemented missing features and endpoints (such as authentication and Algolia Search implementation)
- Cleaned up old code, added unit tests, and documented all the API's endpoints and features
- Took ownership of the backend portion of the web app mid-way through its development
- Technology stack: JavaScript, NodeJS, S3, and MongoDB

## **Dec 2016 – Jul 2017 | Software Engineer**

### **Wizeline**

- Front-end development of a complex web application (My Home) using NodeJS, and React Redux for Realtor.com.
- Coordinated and worked alongside Move's team in the development of the web application.
- Was also involved in designing and developing chat bot web applications for specific clients.
- Worked with the UX and engineering teams to implement and develop both the backend and frontend components of the bots' interaction.
- Integrated the chat bots on the clients' websites and deployed them using Docker technology.
- Documented the internal APIs and the instructions on the usage of the applications.
- Technology stack included JavaScript, NodeJS, React Redux, MongoDB and RethinkDB as the main technologies.

## **Aug 2016 – Dec 2016 | Freelance 3D Artist & Technical Artist**

### **Games2Win**

- Was involved in modelling, texturing, optimization and engine implementation tasks of 3D vehicles for their car-themed mobile games.

## **Apr 2016 – Sep 2016 | Freelance Motion Graphic Artist – WeCO**

- Was involved in planning, producing, and polishing motion graphic animations for the Kickstarter campaign of the project.
- Troubleshoot and volunteered for smaller technical tasks such as video formatting and caption production and implementation.

## **May 2016 – Aug 2016 | Freelance 2D Digital Artist**

- Produced 2D banners and promotional material for the following clients:
  - Earth Children for the Planet

- Earth Children for Humanity
- Vegans & Elephants

## **Feb 2015 – Apr 2016 | 3D Artist & Technical Artist – Unannounced Mobile Project**

### **gumi Canada**

- Was involved in graphics programming tasks such as shader programming, post-effects programming and development, rendering systems among other tasks.
- Programmed and implemented in-engine systems related to the visuals of the game, such as lighting processes, modular environments, procedural 3D art, and dynamic VFX systems.
- Designed, modelled, textured, lit, implemented, and troubleshoot 3D environments and props used in the game. Iterated through them constantly according to the art & design direction of the game.
- Designed and implemented some environment-related VFX, as well as providing the necessary tech for their implementation.
- Supported the character department with rigging, skinning, scripting and some tool programming tasks.
- Optimized, implemented, and troubleshoot processes related to the content creation software packages.
- Developed and supported both in-engine tools and external tools for designer and artist specific workflows.
- Worked with art, design, and programming teams to establish efficient workflows and processes, and constantly improved them as the project evolved.
- Troubleshoot and supported the art and design teams with any art-related technical issues.

## **Jul 2014 – Feb 2015 | Technical Artist – RBI Baseball 2015**

### **HB Studios**

- Developed and implemented art related pipelines and workflows.
- Designed, created and maintained art related tools and scripts that improved specific workflows to achieve the visual targets.
- Provided and implemented technical solutions for art related features in-engine such as specific VFX tech, shaders, asset set up, lightmapping solutions, etc.
- Troubleshoot art related technical problems and implemented their solutions.
- Participated in modelling, texturing, lighting, rigging and skinning tasks related to characters, environments and frontend assets to be used in-game.

## **Education**

### **Jan 2013 – Feb 2014 | Diploma in Computer Animation, Visual Effects & Game Design - Think Tank Training Centre.**

- Specialized in Environment Art for games.

### **Aug 2008 – Dec 2012 | Bachelor's Degree in Digital Art and Animation - Monterrey Institute of Technology and Higher Education.**

- Video game development concentration.
- Participated in several experimental video game projects, responsibilities included planning, production, programming, 3D modelling, texturing and implementation tasks.

## Software & computer language skills:

**3D content creation:** Maya, 3ds Max, Softimage, MODO, Houdini, World Machine, SpeedTree, Motion Builder, and UV Layout.

**2D content creation:** Photoshop, CrazyBump, Knald, MARI, Substance Painter & Designer.

**Digital sculpting:** Mudbox, 3DCoat, ZBrush, and Topogun.

**Game engines:** CryEngine, Unreal Engine, and Unity.

**Video and 2D animation:** After Effects, Nuke, and Flash.

**Programming languages:** HLSL, GLSL, Python, C#, C++, Ruby, Java, Javascript, MaxScript, MEL, ActionScript, HTML, and CSS

## Extra activities, Honors and Achievements

### **Nov 2004 - Present | 14+ years of Martial Arts experience.**

- Apr 2019 – Present – Mugen Ryu Karate
- Nov 2016 – Mar 2018 – Goju Ryu Karate
- Mar 2015 – May 2016 – Tae Kwon Do
- Jul 2014 – Feb 2015 - Uechi Ryu Karate
- Mar 2013 – Jul 2014 - Sport Kickboxing Federation
- Jan 2009 – Apr 2009 - Aikido
- Nov 2004 – Mar 2011 - Goju Ryu Karate

### **2023 | Was awarded Black Belt (shodan) in Mugen Ryu Karate style by Mugen Ryu Karate Do Tokyo**

- Successfully tested for and received my black belt after close to 4 years of consecutive training.

### **2014 | Finalist on CG Students' Awards 2014 Next-Gen Gaming category.**

- Game environment demo reel successfully considered as a finalist of the category.

### **2014 | Work featured on Cryengine's CryDev community's news and front page.**

- Game environment demo reel featured on Crytek's official community on February 21st of 2014.

### **2009 | Was awarded Black Belt (Shodanho) in Goju Ryu Karate Style by Goju Kan Karate Do Jalisco.**

- Successfully tested for and received my black belt after 5 years of consecutive training.