Joaquim Mas Díaz

Technical artist

Personal Data

Place and Date of Birth:	Spain	24 March 2001
Phone:	+34 644 35 37 26
email:	soramasd@gmail.com
website:	bumvolla.github.io

Work Experience

Current — Unreal Engine Developer | Technical Artist at Newton Lab Space, Barcelona

Aug 2023 — Worked with a small team in player interaction systems, UI and animation pipelines

Tech art work was mainly to keep high rendering performance on 8k UHD screens and low end devices faking GI.

Jan-Jun 2023 — Unreal Engine Developer | 3D Environment Artist at MTK Space, Barcelona

Implemented a virtual production pipeline using Uneral Engine 5.1 and wrote a tool to lauch Unreal logic throught a *Stream Deck*

Created 3D environments, shaders, post procces affects VFX and ilumination.

Jan-Dec 2020 — 3D Environment Artist at Reus City Hall, Reus

Worked in environments for a handpainted 3D game. Responsable of textuing , 3D Modeling and In-engine post process materials

Education

June 2023 — Master in 3D Art for Videogames in FX Animation, Barcelona

- Environment and character art

- Texturing, procedural materials, smart materials

- Shaders and particles

Final project: Technical and material artist for a third person shooter game.

Languages

English:	Fluent
Spanish:	Native
Catalan:	Native

Computer Skills

Knowledge: Qt, C#, Unity, Godot, Material Maker, Pixel composer
Unreal Engine, C++, HLSL, Git, Python, , Dear ImGui
Substance Painter, Substance Designer, Blender, 3DSMax, Photoshop
ZBrush, Rigging, 3D Optimization(LODs, Mips, etc.)

About me

Obsessed with learning and sharing experiences with people arround me. I spend my free time creating Unreal Engine tools and releases them as plugins on Fab and in GitHub