

# Joaquim Mas Díaz

BARCELONA, SPAIN  
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## EDUCATION

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JUNE 2023 Master in 3D Art for Videogames in [FX ANIMATION](#), Barcelona, Spain

- 3D Game engine focused optimization
- Environment and character art
- Texturing, procedural materials, smart materials
- Shaders and particles

## WORK EXPERIENCE

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Current	Unreal Engine Developer   Technical Artist at <a href="#">NEWTON LAB SPACE</a> , Barcelona
AUG 2023	<p>Developed core systems, custom C++ slate UI components and online services integrations</p> <p><b>VIRTUAL AI ASSISTANT:</b> Implemented a custom C++ plugin to integrate realtime lipsync and exposed it to Blueprints Wrote all the animation behaviour trees code and characters shader code Designed and implemented all menus and UI</p> <p><b>HUGO BOSS CLOTHING EDITOR:</b> Focused on performance optimization and GPU and CPU profiling boosting performance by 500% Wrote custom C++ Slate UI components improving the application control</p> <p><b>AUTOMOTIVE VISUALIZATION APPLICATION:</b> Optimized the rendering pipeline to run the application in 8k screens Developed all the application logic using Blueprints</p>
JAN-JUN 2023	<p>Unreal Engine Developer   3D Environment Artist at <a href="#">MTK SPACE</a>, Barcelona</p> <p>Implemented a virtual production pipeline using Unreal Engine 5.1 and wrote a tool to launch Blueprint logic through a <i>Stream Deck</i> Created 3D environments, shaders, post process affects VFX and illumination.</p>

## SKILLS, ACTIVITIES, INTERESTS

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LANGUAGES:	Fluent in Spanish, Catalan and English
TECHNICAL SKILLS:	Unreal Engine, Blueprints, C++, C#, HLSL, Python
3D SOFTWARE:	Blender, 3DMax, Zbrush, Substance Painter, Substance Designer, Photoshop
TRAINING:	Pikuma's 2D Game Engine Development, Extending Unreal Editor
ACTIVITIES:	Unreal plugin development, videogame development
INTERESTS:	TTRPG, Videogames