

Joaquim Mas Díaz

TECHNICAL ARTIST

PERSONAL DATA

PLACE AND DATE OF BIRTH: Spain | 24 March 2001
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WORK EXPERIENCE

Current	Unreal Engine Developer Technical Artist at NEWTON LAB SPACE , Barcelona
AUG 2023	Developed real time photorealist Unreal Engine applications for proprietary hardware that runs on 8k UHD screens. Worked on game logic, editor tools, Heads Up Display (HUD), art pipelines and shaders.
JAN-JUN 2023	Unreal Engine Developer 3D Environment Artist at MTK SPACE , Barcelona Implemented a virtual production complete pipeline using Unreal Engine 5.1 to Axiometry Dual Engine. Created 3D environments, shaders and VFX and wrote a tool to launch Unreal Events through a <i>Stream Deck</i>
JAN-DEC 2020	3D Environment Artist at REUS CITY HALL, Reus Worked in environments for a handpainted 3D game. Responsible of texturing, 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: Mother tongue
CATALAN: Mother tongue

COMPUTER SKILLS

Basic Knowledge: QT, C#, UNITY, GODOT, MATERIAL MAKER, PIXEL COMPOSER
Dev Knowledge: UNREAL ENGINE, C++, HLSL, GIT
3D Art Knowledge: SUBSTANCE PAINTER, SUBSTANCE DESIGNER, BLENDER, 3DSMAX, PHOTOSHOP, ZBRUSH

INTERESTS AND ACTIVITIES

Technology, Open-Source, Programming, Tooling, Math
Art, Handcrafting, Domotization, Videogames, TTRPG