Joaquim Mas Díaz

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EDUCATION

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

Current AUG 2023	**Unreal Engine Developer | Technical Artist at NEWTON LAB SPACE, Barcelona** Developed core systems, Slate and UMG UI and online services integrations **VIRTUAL AI ASSISTANT:** - Implement C++ classes for diferent purposes such as debuging libraries or networking - Write animation behaviour trees code and characters shader code - Build menus using UMG, custom Slate components and UI animated materials - Integrate ImGui with Unreal to provide realtime debugging tools for the dev team **LEVEL EDITOR FOR GUESS:** - Level editor to build store layouts and utilities to integrate with retail stores workflow - World and local transform, DB connection, save/load system, etc. **CLOTHING EDITOR FOR HUGO BOSS:** - Customizable 3D model viewer build in Godot for low end devices
Current	**Freelance Unreal Engine Developer** Plugin development for Unreal Engine, editor tools and extensions **MASK TOOLS:** - Developed a editor extension that integrates a toolset to work with mask textures, boosting productivity when using mask textures, a industry standard drawcall optimization method **EASY POWER LINES:** - Create a system to procedurally generate artist managed power lines and mathematically acurate catenaries
JAN-JUN 2023	**Unreal Engine Developer | 3D Environment Artist at MTK SPACE, Barcelona** - Create 3D environments, shaders, post procces effects, VFX and ilumination.

SKILLS, ACTIVITIES, INTERESTS

LANGUAGES:	Fluent in Spanish, Catalan and English
TECHNICAL SKILLS:	Unreal Engine, Blueprints, C++, Godot, GDScript, Unity, 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