

# Joaquim Mas Díaz

BARCELONA, SPAIN

SORAMASD@GMAIL.COM

## 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	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></p> <p>Implemented a custom C++ API and exposed it to Blueprints for designers</p> <p>Wrote all the animation behaviour trees code and characters shader code</p> <p>Designed and implemented all menus and UI</p> <p><b>HUGO BOSS CLOTHING EDITOR:</b></p> <p>Focused on performance optimization and GPU and CPU profiling boosting performance by 500%</p> <p>Wrote custom C++ Slate UI components improving the application control</p>
Current	<p>Freelance Unreal Engine Developer</p> <p>Plugin development for Unreal Engine, editor tools and extensions</p> <p><b>MASK TOOLS:</b></p> <p>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</p> <p><b>EASY POWER LINES:</b></p> <p>Created a system to procedurally generate power lines and mathematically accurate catenaries that converts pretty tedious work in a few clicks artist controlled process</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></p> <p>Created 3D environments, shaders, post process affects VFX and illumination.</p>

## SKILLS, ACTIVITIES, INTERESTS

---

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