



## WHO AM I?

On my spare time I like to play TTRPG and mess around with math applied to computer graphics. Currently developing an open source Unreal plugin.

NaroJam organizer!

Huge fan of Open Source software forced to use Adobe products.

## CONTACT

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 Sora Mas Díaz

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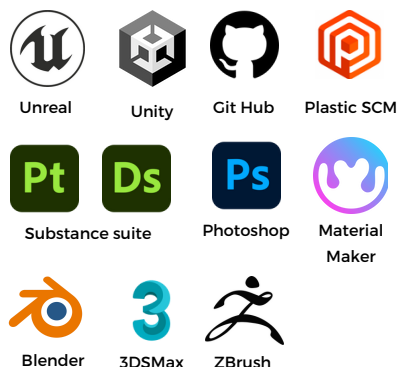
## LANGUAGES

Català - Native

Español - Native

English - Advanced

## SOFTWARE PROFICIENCY



# SORA MAS

TECHNICAL ARTIST

## JOB EXPERIENCE

### UNREAL DEVELOPER

Newtonlab Space | August 2023 - Now

- **Editor** and engine customization.
- Custom **shaders** for UI, VFX, Post Processing and Surfaces.
- Development of **C++** modules.
- **Gameplay** programming, exposed to editor for designers.
- **Network** protocols implementation.
- **UI & UX** design and programming.
- Character and vehicle **rigging** and animation behaviour trees.

### INTERN UNREAL SPECIALIST

MTK Space | January 2023 - May 2023

- Modeling, texturing, shading and lighting a library of environments in order to use them in a virtual production set.
- Focus in optimization, accomplishing the best dynamic lighting real time could provide.
- Integrated blueprint programming within aximmetry DE

### JUNIOR ENVIRONMENT ARTIST

CO Mas Carandell | January 2020 - January 2021

- Modeling stylized assets, architecture and vegetation .
- Handpainted texturing.
- Shaders for assets and post process effects.

## EDUCATION

### FX ANIMATION BARCELONA 3D AND FILM SCHOOL

3D Development for videogames | 2021 - 2023

- Environment and character art.
- Texturing, Procedural materials.
- Shading and particles.
- Technical pipeline development.
- Technical direction and documentation.

### GABRIEL I FERRATER - HIGHSCHOOL - REUS

Art bachelor 2017 - 2019

Traditional painting, composition, color theory, design and technical drawing

## HARD & SOFT SKILLS

- Self-motivated • Love to work in teams •
- Creative and artistic skills • Obsessed with learning •
- Good communication skills • No matter what the job is, go and get it done •