

# HUGO MONTAÑÉS GARCÍA

Tech Artist & Generalist Programmer

## PORTFOLIO/GITHUB

## CONTACT

**LinkedIn:** Hugo Montañés García.

**E-mail:** hugomontanes3005@gmail.com

**Tel:** +34 646 76 84 02

## PROGRAMMING LENGUAGES

- **C#:** 4 years of experience.
- **C++:** 3 years of experience.
- **GLSL:** 1 year of experience.
- **HLSL:** 3 months of experience.
- **SQLite:** 3 months of experience.
- **Python:** 5 months of experience.

## ENGINES

- **Unreal Engine 5:** 3 years of experience with a game developed, shaders, VFX, audio systems, programming, profiling and optimization.
- **NVIDIA Omniverse:** 3 months of experience and a digital twin developed.
- **Unity Engine:** 4 years of experience and 6 games and a digital twin developed.

## OTHER LENGUAGES

- **HTML 5:** 1 year of experience.
- **CSS:** 1 year of experience.

## SOFTWARE

- **GitHub/Git:** 2 years of experience.
- **Visual Studio:** 4 years of experience.
- **3Ds Max:** 1 year of experience.
- **Adobe Substance Designer:** 2 years of experience.
- **Photoshop:** 2 years of experience.
- **Marmoset 4:** 1 year of experience.
- **Blender:** 2 years of experience.
- **Office Softwares:**

## LENGUAGES

- **Spanish:** Native level.
- **Catalonian:** Native level.
- **English:** Cambirde degree B2.

## ABOUT ME

Technical artist and programmer with experience in optimization and profiling, shaders, VFX, lighting, procedural materials, modeling, and tool development.

Currently developing a game called "Tailless" with Int2Games, taking on roles as technical artist, VFX artist, musician, and audio programmer.

## PROFESSIONAL EXPERIENCE

### Technical Artist, Music Producer & Audio Programmer - Tailless (September 2023 - Present)

Developed in Unreal Engine 5.4 as part of a six-person team, Tailless is a stylized game project where I contributed as technical artist, music producer, and audio programmer.

My responsibilities included creating VFX, shaders, procedural materials, and custom audio systems, as well as composing and producing the original soundtrack.

I also handled performance profiling and optimization, ensuring both visual and audio fidelity across the project.

### Technical Artist Intern - SingularThings (October - January 2024/2025)

Part of a development team creating a digital twin for Fundación ONCE.

Responsible for assisting and organizing a team of two 3D artist interns.

Created, optimized, and supervised 3D modeling and implementation in Unity 6.

Developed shaders, procedural textures, lighting, and performed engine optimization through profiling to identify CPU and GPU bottlenecks.

Contributed to programming by reviewing code and developing scripts for UI and mechanics within the project.

### Technical Artist Intern - The Cliff (Februry - May 2024)

Developed a fully procedural and customizable material library for Atenea Vision, a digital twin creation and data analysis tool.

Conducted research on the NVIDIA Omniverse engine for digital twin creation.

## EDUCATION

### 2021 - 2025

### UDIT, University of Design Innovation & Technology

Bachelor's degree in Video Game Design and Development and Virtual Environments, specialized in Programming.

### 2012 - 2021

### Conservatorie of music and dance of Mahon

Professional training in classical music performance, specialized in piano.