Igor Garcia

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Portfolio 3D modeling: https://igorgarcia6.artstation.com/

Software Engineer

I am a computer engineer with over 4 years of professional experience, primarily focused on software development and application engineering. I specialize in using tools like Unreal Engine to build robust systems, implement core logic, and optimize performance for efficient operation.

In addition to my proficiency with Unreal Engine, I have experience working with engines like Godot and Unity, which has expanded my skills in diverse development environments. Alongside my programming work, I have a strong interest in 3D modeling, using tools such as ZBrush, Blender, Maya, and CATIA to support project visuals. I am committed to continuous learning and staying updated with technological advancements, and I value quality work within a positive and collaborative team environment.

WORK EXPERIENCE

Ford Motor Company • Salvador, Brazil • 01/2023 - Present
American multinational automobile manufacturer
Software Engineer/C++ Developer/Product Analyst • Full-time

- Application Development: Utilize Unreal Engine to build interactive software experiences tailored for specific projects

- Cost Reduction: Minimize expenses associated with physical prototyping by using virtual models for validation and testing.

- Efficiency in Prototyping: Accelerate the design process by allowing stakeholders to interact with and evaluate virtual prototypes.

- Real-time Feedback: Provide immediate feedback on design changes, improving the decision-making process.

- Enhanced Visualization: Offer detailed and realistic visualizations that help in understanding the final product before manufacturing.

- Interactivity and Engagement: Enable interactive elements within the VR environment to simulate real-world usage of vehicle features

- Experienced in developing VR solutions across multiple platforms, including HTC Vive Pro, Vive XR Elite, Meta Quest, Meta Quest 2, and Meta Quest Pro.

Blue Gravity Studios · Remote

Blue Gravity Studios is a software development company focused on creating immersive, visually stunning applications, using tools like Unreal Engine to deliver high-quality functionality and user experiences.

Unreal Engine 5 Developer

- Developed and implemented software experiences using C++ and Blueprint, focusing on core logic, user interface design, and feature integration. My work involved creating responsive systems, optimizing interactions, and enhancing overall functionality while collaborating with multidisciplinary teams to deliver polished, immersive applications.

- SkateNationXL: A multiplayer application where I played a key role in developing core mechanics and optimizing network functionality for smooth online performance. I also worked extensively on responsive UI design, ensuring seamless integration for both keyboard and gamepad controls, improving the overall user experience across platforms.

Ford Motor Company · Salvador, Brazil · 08/2021 – 12/2022
Virtual Reality Researcher

- Researched and developed virtual reality applications for automotive industry purposes.
- Collaborated with teams to enhance user experience through virtual prototypes.

EDUCATION

Computer engineering degree
University of Feira de Santana (UEFS) · Feira de Santana, Brazil

CERTIFICATIONS

Unreal development C++, VR Experiences development, 3D art modeling and sculpting

Detailed certifications list at:
https://www.linkedin.com/in/igor-garcia-5a449a1b5/details/certifications/

PROJECTS

Runtime Skinned Mesh Exporter (Fab / Unreal Marketplace, 2025)
– Author of a C++/Blueprint plugin that exports skinned Skeletal & Static Meshes at runtime to an OBJ + MTL + PNG package.
– Fully asynchronous pipeline: GPU→CPU transfer through FRHIGPUTextureReadback and PNG compression on the thread-pool, ensuring hitch-free operation.
– Compatible with UE 4.27 → 5.6 via version-conditional code;
– Managed the entire product lifecycle: ideation, development, documentation and multi-project testing
Project link on FAB: https://www.fab.com/listings/7f713413-e4d3-4ac8-9c53-975fb70b1170

SKILLS

Programmig Languages: C++, C#, Python, GDScript

Game Engines: Unreal Engine (Advanced), Unity(Intermediary), Godot(Intermediary)

3D Tools: Blender(Advanced), Maya, Zbrush, Catia(Fundamental)

Soft Skills: Agile Project Management, Collaboration in multidisciplinary teams, Lead of a 3 devs team

Languages: English (C2), Portuguese (Native), Japanese (Intermediate)

Others: Git, VR Development, Cloud Computing(AWS), Automotive Industry Knowledge