



MALDINI, Juan Augusto
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ABOUT ME

Hello!

As an 3D Artist and Unreal Engine Developer, with more than 7 years of experience in the field, I'm passionate about exploring the latest technologies and working in teams to create impressive projects. My experience as an Unreal Engine developer and my interest in Virtual Production, Development, Modeling, VFX and the IA technologies has allowed me to develop unique skills in the field of 3D. I'm always looking for new opportunities to expand my knowledge and work with talented teams in the industry. I'm open to relocate to continue growing my career.

SKILLS

3d Max	<div><div></div></div>
Blender	<div><div></div></div>
Vray/Corona	<div><div></div></div>
Unreal Engine	<div><div></div></div>
Blueprint	<div><div></div></div>
C++	<div><div></div></div>
Python	<div><div></div></div>
Rizom UV	<div><div></div></div>
Houdini	<div><div></div></div>
Nuke	<div><div></div></div>
Revit	<div><div></div></div>
Autocad	<div><div></div></div>
Photoshop	<div><div></div></div>
English	<div><div></div></div>
Spanish	<div><div></div></div>
Git	<div><div></div></div>
Perforce	<div><div></div></div>
Teamwork	<div><div></div></div>



juan-maldini.com



Portfolio



/Juanmaldini



/juan-augusto-maldini



EXPERIENCE

Archelier Studio / 3D Artist 07/2018 – 10/2018
From blueprints to the final product, I lead the modeling of buildings, followed by UV mapping, texturing, and rendering. Subsequently, I oversee the transition to post-production, ensuring a seamless and polished outcome.

Arktura / 3D Artist 07/2020 – 10/2020
Responsible for lighting the virtual scenes, texturing 3D models, and decorating environments with company products such as HVAC elements and panel decorations across various commercial settings.

3DM Digital / 3D Artist 01/2021 – 06/2021
As a General 3D Artist, my role involves decorating scenes to ensure environments appear both realistic and visually appealing, essential for architectural visualization in commerce like animations and renderings.

3DUS / 3D Artist – Unreal Engine Developer 07/2021 – 08/2023
As a Technical 3D Artist, I specialize in modeling furniture, buildings, and works of art to create high-quality representations. Additionally, I develop projects in Unreal Engine 5 for real estate web applications.

HITO / 3D Artist – Unreal Engine VR Developer 06/2023 – 09/2023
I collaborate in the development of the VR app and team's pipeline. Focused on technical environments and modeling assets to integrate into the virtual experience.

XL Consulting / 3D Construction Visualizer & BIM Consultant 09/2023 – 01/2024
I heavily contributed to the app's development and pipeline, particularly in integrating BIM 4D models. My tasks involved automating data import from Synchro, iTwin, or SketchUp into Unreal Engine, alongside automating scene setup using Python scripts.

Byzantian Interactive, Inc. / 3D Artist & Unreal Engine Generalist 04/2024 – 06/2024
3D Artist & Unreal Generalist specialized in procedural 3D modeling using Houdini, with a focus on integrating assets into Unreal Engine for game design purposes. Proficient in landscape and environment creation using Unreal Engine and procedural content generation tools like PCG and Houdini. Collaborating remotely with a talented team via GitHub for seamless collaborative development.

Freelance / 3D Artist 01/2016 – Currently
Working independently for different organizations as 3D Artist – Unreal Engine Developer for architectural representations and Game Productions

EDUCATION

Dr. Dalmacio Vélez Sársfield 2008 – 2014
– High School – Bachelor with Orientation in Natural Sciences

Build Academia 2018

– V-ray For 3DS MAX ArchViz N1
– V-ray For 3DS MAX Professional N2
Certification by BuildGroup ChaosGroup & ItooSoftware Authorized Training Center.

Image Campus 2022

– Programación C++ para Videojuegos
– Virtual Production
– Coordinación de VFX

DVIZ 2022

– Virtual Reality Course for Archviz

Codeacademy 2022

– Learn C++

Coderhouse 2023

– Diseño 3D (Blender)

Udemy 2022

– Unreal Engine desde 0: Crea 3 Juegos con Blueprints y C++

– Unreal Engine 4 Class: Blueprints 2021

– Unreal Engine 4 – Creación de materiales desde 0 a AVANZADO 2020

– Unreal Engine 5 – Learn to Make a Professional Main Menu 2021

– Master Unreal Engine 4 Desarrollo Videojuegos con Blueprints 2020

– 3D Studio Max: Espacios arquitectónicos 2019

– Houdini – Procedural Japanese Castle in Unreal Engine 2023

– Houdini – Procedural House 2023

– Houdini – Master Create Stunning fx 2023

– Blender 2.9 Iluminación y Render con Cycles de 0 a EXPERTO 2024

– Blender 3D – Model and texture a stylised shield! 2024

– Blender 2.9 EXPERTO en Modelado 3D desde CERO hasta Avanzado 2024

Rebelway

– Houdini – Introduccion to FX

2024

