



MALDINI, Juan Augusto
Web Developer / Unreal Engine Developer / 3D Artist
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ABOUT ME

Hello!
As a 3D Artist and Developer with over 7 years of experience, I am passionate about integrating creative and technical skills. While my background is rooted in Unreal Engine and 3D, I am currently expanding my expertise into web development and broader areas of digital production.
My experience in Virtual Production, Development, Modeling, VFX, and AI technologies has equipped me with a unique skill set to tackle complex projects and adapt to evolving industry trends.
I am always looking for new opportunities to expand my knowledge and collaborate with talented teams. Open to relocation to continue advancing my career.

SKILLS

Spanish	Native
English	Advanced
Italian	Beginner
Unreal Engine	Advanced
Niagara	Intermediate
Blueprints	Advanced
3D Max	Advanced
Blender	Intermediate
Houdini	Intermediate
Rizom UV	Intermediate
Vray	Advanced
Corona	Advanced
Clycles	Intermediate
Mantra	Intermediate
Revit	Beginner
Autocad	Intermediate
HTML	Intermediate
CSS	Intermediate
Python	Intermediate
Javascript	Intermediate
C++	Beginner
Bootstrap	Intermediate
React	Intermediate
Node	Intermediate
Linux	Beginner
Github	Intermediate
Git	Intermediate
Perforce	Beginner
Photoshop	Intermediate
Illustrator	Intermediate
Figma	Advanced
After Effects	Intermediate
Nuke	Beginner
Teamwork	Advanced



juan-maldini.com



/Juanmaldini



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EXPERIENCE

- Freelance / 3D Artist - Developer

Working independently for different organizations.

01/2016 - Currently
- In2Real / Unreal Engine Developer

Updated and optimized the company's internal plugin, enhancing project visualization and improving artists' workflow. Implemented new tools using C++, Blueprints, and Python, adapting functionalities to Unreal Engine 5.0 - 5.5. Also updated materials with Substrate and worked with Plastic SCM for version control.

01/2025 - 03-2025
- Byzantian Interactive, Inc. / 3D Artist & Unreal Engine Generalist

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.

04/2024 - 06/2024
- XL Consulting / 3D Construction Visualizer & BIM Consultant

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.

09/2023 - 01/2024
- HITO / 3D Artist - Unreal Engine VR Developer

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.

06/2023 - 09/2023
- 3DUS / 3D Artist - Unreal Engine Developer

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.

07/2021 - 08/2023
- 3DM Digital / 3D Artist

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.

01/2021- 06/2021
- Arktura / 3D Artist

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.

07/2020 - 10/2020
- Archelier Studio / 3D Artist

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.

07/2018 - 10/2018

EDUCATION

- Dr. Dalmacio Vélez Sársfield

- High School - Bachelor with Orientation in Natural Sciences

2008 - 2014
- UNC

- Architecture / incomplete

2015 - 2019
- Image Campus

- Virtual Production

- Programación C++ para Videojuegos

2021
- Coderhouse

- Desarrollo Web

- Diseño 3D (Blender)

2022
- Hola Mundo

- Ultimate JavaScript

- Ultimate Python: de cero a programador experto

- Ultimate React

2023
- DevTalles

- Node js de Cero a Experto

2024
- Codeacademy

- Learn C++

2022
- Arash Ahadzadeh

- UI Design & Figma Mastery

2024
- Build Academia

- V-ray For 3DS MAX ArchViz N1

- V-ray For 3DS MAX Professional N2

Certification by BuildGroup ChaosGroup & ItooSoftware Authorized Training Center

2018
- DVIZ

- Virtual Reality Course for Archviz

2021
- Rebelway

- Houdini - Introduccion to FX

2022
- Udemy

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

- Unreal Engine 4 Class: Blueprints

- Unreal Engine 4 - Creación de materiales desde 0 a AVANZADO

- Unreal Engine 5 - Learn to Make a Professional Main Menu

- Master Unreal Engine 4 Desarrollo Videojuegos con Blueprints

- Master Unreal Engine 4 Desarrollo Videojuegos con Blueprints

- 3D Studio Max: Espacios arquitectónicos

- Houdini - Procedural Japanese Castle in Unreal Engine

- Houdini - Procedural House

- Houdini - Master Create Stunning fx

- Blender 2.9 Iluminación y Render con Cycles de 0 a EXPERTO

- Blender 3D - Model and texture a stylised shield

- Blender 2.9 EXPERTO en Modelado 3D desde CERO hasta Avanzado

2018 - 2024