



MALDINI, Juan Augusto  
3D Artist / Unreal Engine Developer / Web Developer  
Buenos Aires, Argentina  
juan.maldini@outlook.com  
+54 9 3576 474180

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
Cycles	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

EXPERIENCE

Vanishing Point 3D / 3D Artist - Developer 04/2025 - Present  
As a 3D Artist, I create product visualization projects, contributing both artistic and technical solutions. I am involved in the development of interactive 3D environments for digital platforms to enhance product presentation. I have also developed interactive applications in Unreal Engine using Blueprint and C++, and implemented automation scripts in 3ds Max to optimize production workflows.

In2Real / Unreal Engine Developer 01/2025 - 03/2025  
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.

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.

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.

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.

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.

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.

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.

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.

EDUCATION

Dr. Dalmacio Vélez Sársfield	2008 - 2014
- High School - Bachelor with Orientation in Natural Sciences	
UNC	
- Architecture / incomplete	2015 - 2019
Image Campus	2021
- Virtual Production	
- Programación C++ para Videojuegos	
Coderhouse	2022
- Desarrollo Web	
- Diseño 3D (Blender)	
Hola Mundo	2023
- Ultimate JavaScript	
- Ultimate Python: de cero a programador experto	
- Ultimate React	
DevTalles	2024
- Node js de Cero a Experto	
Codeacademy	2022
- Learn C++	
Arash Ahadzadeh	2024
- UI Design & Figma Mastery	
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	
DVIZ	2021
- Virtual Reality Course for Archviz	
Rebelway	2022
- Houdini - Introduccion to FX	
Udemy	2018 - 2024
- 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	
- Houdini - Procedural Chinese knife	
- 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	
- Blender 2.9x Modelado 3D para Videojuegos FLUJO COMPLETO	
- Blender 2.8 EXPERTO en UV Mapping de Assets para Videojuegos	



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