

# Ignacio Maine

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## TECHNICAL ARTIST

Technical artist and game developer with 5 years of experience in the industry, with knowledge in 2D, 3D, pixel art, VFX, shaders, environments, animation, and modeling. Proficient in Unreal Engine, Unity, C#, Visual Scripting, and digital production tools. Specialized in creating interactive video games for PC, mobile, and virtual reality.

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## WORK EXPERIENCE

### Sismo Games - Skinwalker:

**Technical Artist | Pixel Artist (2022 - 2025)**

- Creation of VFX, environment decoration and integration of 2D assets while optimizing performance.
- Developed custom tools and shaders in Unity (URP/HDRP).
- Collaborated with artists and programmers to define technical workflows.
- Production of various sprites: characters, animations, and environment assets.
- Task organization and project management with Jira and Slack.

### Laboratorio Experiencia de Usuario:

**Junior Technical Artist | 3D Artist (2020 - 2022)**

- Production of 3D models for Virtual Reality experiences on Oculus Quest 2.
- Game development with Unity using C#.
- Game development with Unreal Engine 4 using Visual Scripting.
- Development of VR simulators for the Provincial Energy Company (EPE).
- Task organization and project management with Jira and Trello.

### Freelance:

**2D Artist (2020 - 2025)**

- Digital art commissions (illustration, character concepts, fan arts).
- Production, animation and integration of 2D art for the educational platform Legends of Learning.
- Created and rigged 3D characters for indie projects.

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## TECHNICAL SKILLS

- In engine specialties: Shaders, Rigging, VFX, Lighting, Tool Development, Optimization.
- C#, Visual scripting.
- Illustration and concept art.
- 2D and 3D asset production.
- Pixel Art specialization.
- Asset integration and technical support in game engines (Unity/Unreal Engine 4 & 5).
- VR experiences development.
- Multiplayer experiences development.
- English (First Certificate in English/B2)/Spanish.



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## EDUCATION

Universidad Nacional de Rafaela

Bachelor's Degree in Video Game Production and Digital Entertainment (2018 - 2024)

## PORTFOLIO & PROJECTS

[Artstation](#)

[Skinwalker](#)

[SimuladorVR EPE](#)

## REFERENCES

Andres Rossi: andres.rossi@sismogames.com

Natalia Castillo: natalia.castillo@sismogames.com

Facundo Mariani: facundo@3ogs.com.ar