



# JULIAN NOGALES

VFX Artist | Unreal Developer



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Tandil - Argentina

## EDUCATION

### High School Diploma in Management and Administration

E.E.S.T N°3 Dr. Norberto Piñero  
2014 - 2019 (Completed)

## SKILLS

- Testing & Debugging
- Programming
- Teamwork
- Organization and Project Management
- Clear Communication
- Issue Tracking

## LANGUAGES

- English: Intermediate
- Spanish: Native

## AVAILABILITY

- Immediate
- Full-time or Part-time

## PROFILE

Passionate about games and digital creation, with experience in both creative and technical roles. I stand out for my attention to detail, analytical thinking, and fast learning. I'm looking to join a game development team where I can contribute through my attention to technical polish, scripting ability and VFX integration experience.

## WORK EXPERIENCE

### Programmer

2025 - 2025

Level 8 - Brazil

- Developed interactive experiences using Unreal Engine.
- Debugged and tested features in real-time environments.
- Participated in multidisciplinary teams with designers and artists.

### Post-production & Visual Effects Artist

2024 - 2025

Caprichoso - Argentina

- Created and edited visual effects for audiovisual projects.
- Ensured technical and visual consistency across outputs.
- Collaborated with cross-functional teams to meet deadlines and fix issues efficiently.

### Freelance Video Editor

2021 - 2024

Various clients - Global

- Edited audiovisual content for YouTube, social media, and other digital formats.
- Used tools such as Premiere, After Effects, and Blender.
- Worked independently, meeting deadlines and coordinating directly with clients.