



OMAR RINAZ

TECH/VFX ARTIST / GAME DESIGNER • SABADELL, ESPAÑA • +34 687495619

• DETAILS •

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• LINKS •

linkedin.com/in/omarrinazcosta/

• SKILLS •

Design
Unity
Texturizing
Shaders
Animation
3D Software
Photoshop
After Effects
C#
Godot
Unreal

• HOBBIES •

Tech hobbies, Social hobbies,
Loves to add up new technical and
artistic skills, Anime and Manga,
Video-games, Sea and water
sports, Reading fantasy Novels,
D&D and board games, huge fan
of critical role and all the Mmorpg.
Right I'm DMing in a couple of D&D
games.

• PROFILE •

- Enthusiastic and an active team player, passionate and diligent with my work.
I have experience with creating and adjusting pipeline productions for different situations, I'm well versed with all the documentation process and coaching in the production of art assets. Also helping with the production itself making 2d, 3d, animations, shaders and coding assets.
In my last position as game designer, I developed a balancing system and monetization strategy for a ccg environment.

• EMPLOYMENT HISTORY •

- Game Designer/ 3d Tech Artist at Comadran Studios, Barcelona**
March 2022 — Present
Mostly worked on the Medabots IOS and Android game, helping all the artists with the production and creation of assets. Also devised a balancing plan, also all the new features from high to low level, documentation and guidance during the production.
- Tech Artist/Designer at Zitro, Sant Quirze**
March 2021 — March 2022
Worked on the game SpiceSlots for Android and IOs, helping the art production and optimizing the performance of the game in general. After the closing of the game I worked on the main product with Godot and did the same but for a dedicated hardware.
- Art Direction at BeWorld- VR AR solutions, Barcelona**
January 2018 — December 2019
Start up that I worked with close friends, our main objective was to democratize the VR and AR productions for the casual user and small to medium enterprise. We worked in variety of multidisciplinary projects with Seat, Racc and other companies.
- GameTester/QA at Odysseus-Gappo'sLegacyVR, Barcelona**
July 2017 — March 2018
I began working with the product owner and helped the team make the build for the PlayStation's talents, also prepare the game for its ocial launch.
- Game designer Intern at PupGam Studios, Barcelona**
January 2016 — August 2016
My work on this studio begin working with the testers to get familiar with their products. After a while I developed a pipeline to document and produce GDDs so the studio can have a main document to work with their games. I also developed some game mechanics and ideas into games, like BubbleGuriko and GhostlyPop.

• EDUCATION •

- Animation and Digital Arts for AAA Video Games, Universitat Politècnica de Catalunya, Barcelona**
2019 — 2020
- Master Videojuegos y programación 2D 3D, Universitat Oberta de Catalunya, Barcelona**
2016 — 2018
- Técnico Superior en Animaciones 3D, Juegos y Entornos Interactivos, CTS Centre Formació Creatiu i Tècnic Sabadell, Sabadell**
2015 — 2016

• REFERENCES •

- Roger Martin from Zitro**
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- Mario Silva from Zitro**
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- Jordi Sauras Sala from Ubisoft Québec**
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