CAMILO SÁNCHEZ

DIGITAL ENTERTAINMENT DESIGN ENGINEER

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💼 JOB EXPERIENCE

INTERN - TECHNICAL ARTIST
Jun. 2023 - Nov. 2023

JUNIOR - TECHNICAL ARTIST
Dic. 2023 - Jun. 2024

ON3D STUDIOS
- Main person in charge of the ideation and creation of all types of special effects for the project.
- Continuous collaboration with developers to ensure that the effects adequately convey the game mechanics.
- Creation of tools to simplify and streamline tasks for the art team.
- Responsible for ensuring that each of the effects within the project met the performance and optimization requirements.

⚙️ PROGRAMS + SKILLS

UNREAL ENGINE 4 + 5	PHOTOSHOP/AFTER EFFECTS	HAND MADE TEXTURES
UNITY/ROBLOX/UEFN	ANIMATE/TOONBOOM	NODE BASED SHADERS
BLENDER/MAYA	C#/VERSE/HLSL/LUA	VFX ARTISTIC PRINCIPLES
SUBSTANCE DESIGNER	GAME DESIGN	OPTIMIZATION AND PERFORMANCE

🎓 EDUCATION

Bachelor of Engineering Major in Digital Entertainment Design	**Bolivarian Pontifical University**	2019 - 2024
Course Stylized 2D/3D Visual FX	**VFX Apprentice**	2023 - 2024
Course Unreal Engine 5: One Course Solution For Niagara VFX	**Udemy**	2023 - 2023
Course Unreal Engine 4 - VFX for Games - Beginner to Intermediate	**Udemy**	2022 - 2022
Course Visual Effects for Games in Unity - Beginner To Intermediate	**Udemy**	2021 - 2021