# Angelo Cruz
Technical Artist

## Experience

**Hollow Flowers**, Ruido Amigo, Buenos Aires, Argentina
2024 - Present (Pre-production)
Techincal Artist
- Architected a dynamic material system that interpolates between "past" and "present" texture sets in real-time. Driven by Blueprint-to-Material communication triggered by gameplay volumes and game camera state.
- Engineered a multi-plane Parallax Occlusion Mapping system to simulate 3D deep layering on flat cards, using vector math (Fresnel and object orientation).
- Designed a VHS visual style by stacking custom effects (barrel distorting, scanlines, YIQ-color, etc).
- Implemented event-driven materials, vfx, illumination and cutscenes.
- Developed screen-position noise effects for objects utilizing texture arrays with movement.

**Postprocessing Shaders for UE5**, Second Brain SpA, Talca, Chile.
2025 (Shipped, Fab.com)
Technical Artist
- Manually implemented a RGB to YIQ matrix color conversion for postprocessing, using UE Materials separating luminance and chrominance channels, achieving a retro chromatic aberration.
- Developed a noisy-glitch effect using Custom Stencil Buffers and procedural uv manipulation by sine and frac functions, to drive glitch intensity and speed.
- Exposed parameters via Material Instances and Collections to assist designers who want to control the material effects.

**Winters of Blue - Visual Production**, Second Brain SpA, Talca, Chile
2025 (Released)
Technical Artist & Cinematic Designer
- Executed the complete production lifecycle (empty scene to final render), assembling assets, ilumination, 2D lyrics, lighting and rendering tasks.
- Created a "first person diver" locomotion system within Sequencer on UE5, blending manual keyframes with procedural camera shake to simulate underwater physics.
- Implemented dynamic shader logic for audio-reactivity with Hue-shifts and a global event system synchronized with specific song sections.

**Hey Arnold! Environment Study**, Personal Project, Chile.
2025 (Finished)
Technical Character Artist
- Implemented on UE5 a dynamic day-to-night lighting cycle using the level sequencer. to drive directional lights, sky atmosphere and emissive materials.
- Managed the full PBR pipeline from Blender 3D modeling, Substance Painter texturing and UE5 integration, lighting, sequence and final rendering.

## Education

**Game Designer Certification**, Epic Games, Coursera.
2025 - Present

**Professional Diploma in Game Design**, IP Arcos, Santiago, Chile.
2020 - 2023
*Distinction: Assisted professor in teaching Shader Graph logic to peers.*

**B.S. in Psychology**, Universidad de Talca, Talca, Chile.
2014 - 2019

## Contact
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## Hard Skills

Shader Development (Nodes)
Blueprint/C# Scripting
Render Pipelines
Character Lookdev and Grooming
PBR and Celshaded Workflow
Scene lighting and postprocessing
3D Modeling & Texturing

## Soft Skills

Bridge between Art & Code
Technical Problem Solving
Artist Support & Documentation
Assertive Communication
Requirements Gathering
Strategic Prioritization
Adaptability and R&D Mindset

## Tools & Software

Unreal Engine
Unity
Blender
Substance Painter & Designer
Figma
Visual Studio Code
Git/GitHub
Excel
Obsidian/Notion
Adobe Premiere
ComfyUI/Local LLMs

## Languages

Spanish
English
Portuguese (basic).