

# Daniel Orozco

## Technical Artist

## About

Technical Artist with experience in game development, training simulations and other interactive media. Daniel is very passionate about learning and experimenting with different tools to obtain knowledge that can be translated into different projects. Excellent at helping others with technical difficulties and explaining the reasons behind them.

## Experience

National Institute of Physics,  
Optics and Electronics Jul, 2018 - Oct, 2018  
**Programmer - Technical Artist**  
Simulation project for training / Unreal Engine

- Programmed vehicle controls, object picking interactions in Virtual Reality and main screen flow.
- Implemented tools for procedural generation to speed up Level Design.
- Programmed vehicle controls, object picking interactions in Virtual Reality.
- Optimized project's performance with Master Materials and Instanced Static Meshes in level generation to enable it to run in an HTC Vive device.

Gtëk Jan, 2018 - Jun, 2018  
**3D Modeler - Programmer**  
AI Project for call center / Team of 2 / Amazon Sumerian

- Designed and created the environment for the web application based on company's real life customer service office.
- In charge of implementing the existing AI from Dialog Flow on newly released Amazon Sumerian.
- Responsible for organizing tasks and writing weekly reports, which helped us to stay on schedule.
- Served as point of contact between us, the programmers developing the AI and the project manager.

## Projects

UnincrediBall 2017  
**Environment - VFX - Technical Artist**  
3v3 brawler - sports game / Team of 6 / Unreal Engine 4

- In charge of modelling and texturing environment props.
- Collaborated with Level Designer for iterations on the arena shape.
- Created particle effects and implemented them in together with programmers.
- Worked together with character artist for implementation of art assets.
- Created and edited cinematic for introduction to the level and game trailer.

## Contact

dan.orzc@gmail.com  
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linkedin.com/in/danielorzc

## Software

- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere
- Substance Painter
- Substance Designer
- SideFX Houdini
- Unreal Engine 4
- Unity
- Perforce

## Skills

- 3D Modelling
- Texturing
- Lighting
- Rigging
- Python
- C#, JS, Java programming
- Unreal Engine blueprints
- Cg / HLSL on Unity

## Education

### Technical Arts

British Columbia Institute of  
Technology  
Burnaby, BC, Canada  
Sep, 2019 - Aug, 2020

### Game Design

Vancouver Film School.  
Vancouver, BC, Canada  
Aug, 2016 - Aug, 2017

### Animation and Digital Arts

Tecnológico de Monterrey.  
Puebla, PUE, México  
Aug, 2013 - Dec, 2017