



Rodolfo Salazar da Silva

Technical Artist

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Profile

Technical Artist with 5 years of experience in Game Development, tackling **Rendering** features, **Visual Effects** and feedbacks, **Pipeline** tooling and **UI Integration**.

- Shader development in **HLSL**, **GLSL** and Node-based Systems
- Experience with **C#** in Unity and **Blueprints** in Unreal Engine 4
- Familiarity with traditional Graphics APIs and Render Pipelines (Forward, Deferred)
- Experience in projects with Art Pipelines for **Unlit** and **Stylized PBR** assets.
- Graphic budgeting and optimization for **Mobile** platforms and **Nintendo Switch**
- Development of 3D assets with modern art pipelines (**Maya**, **ZBrush**, **Blender**)
- Texture and Effects creation in **Substance Designer** and **Photoshop**

Professional Experience

Aquiris Game Studio ✉

Porto Alegre, Brazil

• **Horizon Chase 2 (iOS, Consoles, PC),**

Mar 2021 – present

Senior Technical Artist - Unreal Engine 4 ✉

- Work alongside Art Direction and 3D in order to materialize the original vision of the product from pre-production.
- Shader creation for environment and Effects, alongside other VFX demands for the Content team.
- Pipelines and tools definition with the Client, Art and Level Design team for map creation and asset development.
- Prototyping gameplay feel and feedbacks with the GD team.
- Creation of our Dynamic Weather/Time of Day system with the Client team.
- GPU Optimization and Scalability in order to make the game run well on an iPhone 6S, while still maintaining quality for Consoles.
- Gameplay UI System and Motion integration.

• **Looney Tunes - World of Mayhem (iOS, Android, PC),**

Feb 2018 – Mar 2021

Technical Artist, Unity Engine ✉

- UI Integration and feature development using UGUI.
- Shader development for Characters, Props and Effects in HLSL.
- Content VFX and Tech for new characters during LiveOps.
- UI and Graphics optimization to reduce CPU and GPU usage.

The GApp Lab - University of Utah

Salt Lake City, USA

• Front End Developer

May 2016 – Aug 2016

- Worked on the UI and UX for an app in development for the University of Utah Hospital, bouncing between art and engineering both roles while working on the HTML and CSS.

University of São Paulo

São Paulo, Brazil

• 2D Artist Intern

Sep 2014 – Dec 2014

- Character Designs and sprites for a 2D educational game on Coursera.

Education

Bachelor in Game Design, Universidade Anhembi Morumbi

2013 – 2017

- Game Prototyping in Unity, Digital Painting, 3D Modeling in Maya.

São Paulo, Brazil

Exchange Student, University of Utah

Aug 2015 – Aug 2016

- During a 1-Year program sponsored by CAPES and IIE, I had the opportunity to study at University of Utah and took upper level courses (3000 and 4000+) related to Game Arts in the EAE undergraduate program.
- Classes taken: Introduction to 3D Modeling, Advanced 3D Character Production, Environmental Art for Games, Hard Surface Modeling, 3D Scanning and Motion Capture, Digital Figure Sculpting, Digital Painting, and Concept Art for Games, Including one Independent Study class in which I focused on Photogrammetry for games.
- Softwares Learned: zBrush, Agisoft Photoscan, Unreal Engine 4, Quixel 2.0

Salt Lake City, USA

Skills

C#

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Tools and Systems using Unity API

C++

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OpenGL w/ GLM, Unreal API

Shader Development

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HLSL, GLSL, Node Graphs
Custom Lighting Models in Unity and UE4
Post Processing Effects

3D Modeling

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Autodesk Maya, Blender and 3DS Max
ZBrush (Intermediate)
Houdini (Beginner)

VFX Development

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Unity Shuriken
Unreal Niagara Effects and Modules

Texturing

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Substance Designer, Substance Painter
Photoshop

Blueprints

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Editor Utilities, Gameplay and Visual
System Prototypes, UMG Interfaces

Python

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File Batch operations
Basic Blender Scripting

System Versioning

GIT, SVN

Agile Planning and Project Organization

JIRA, Click-up, Miro