



Elisa Todd Rodríguez

CONTACT



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elisatodd.github.io/Portfolio



LANGUAGES

Spanish

Native

English

Native

SKILLS

- Advanced programming in C++, C#, and HLSL
- Mathematics for Computer Graphics
- Teamwork and technical communication
- Leadership
- Technical expertise
- Ability to learn quickly
- Public Speaking and Presentation Skills

EDUCATION

- **Bachelor's Degree in Video Game Development**
Complutense University of Madrid
- **Advanced Masters Degree in Technical Art**
Voxel School

WORK EXPERIENCE

- **Didactoons**
Programming Internship
March 2023 - May 2023
 - Developed gameplay mechanics and real-time systems in Unity using **C#**
 - Assisted in optimizing and debugging game logic for better performance
 - Collaborated with designers and artists to create interactive and visually appealing experiences

STRENGTHS

- **Tools Development for Art Pipelines**
Creation of a Blender-to-Unity Material Export Add-on
- **Computer Graphics & Rendering**
Experience with real-time shading and procedural techniques. Understanding of rendering pipelines, physically-based shading, and image processing. Knowledge of GPU programming and optimization.
- **VFX in Unreal Engine & Houdini**
Implemented real-time VFX using Niagara in Unreal Engine, including particle systems, materials, and procedural effects. Experience with Houdini simulations and procedural modelling.
- **Agile Project Management**
Use of agile methodologies to organize tasks, prioritize objectives, and maintain effective communication

OTHER ACTIVITIES

- **Game Jams**
 - ComJamOn 2022, 2023 & 2024
 - Global GameJam 2025
- **Volunteering at Guerrilla Game Festival**
Assistance in event organization