# Guillermo Meléndez Technical Artist





### About me

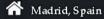
I'm a tidy, hard-working and motivated person whose main hobbies are learning and helping others.

I've been able to learn on my own, video game frameworks as Unity and Unreal and software as Blender and Substance Painter, improving skills as self-taught learning and problem-solving.

Also, I founded a video game's association, and with it the anual video game congress 'Game-Gen' where I worked as director and organizer, acquiring skills of leadership and problem-solving.

In recent years, I've been able to collaborate in a research team developing video games, upgrading cooperation, learning and teamwork skills.

### 💴 Contact



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# \*\*Hobbies



**S** Graphic Adventure



Platforms Video games



#### O Technical Artist

January 2022 - Present

I work in the I+D team whose main task is to develop new content (scripts, shaders, tools, 3D content, etc.) for / in Unity to extend the mobile game Extreme Car Driving Simulator and liase between dev and art teams. Moreover, we are in charge together with the development team of controlling the performance and size of the game.

#### Technical Artist

July 2020 - January 2022

I collaborate with several video game projects whose main purpose is to improve the **team's skills**. As Technical Artist I had to develop **shaders** and **vfx**, **porting finished** art to Unity, **researching and developing technical tools** and **liasing** between dev and desing teams.

### Researcher in Rey Juan Carlos University

February 2020 - June 2020

I developed a video game with Android Studio and Unity, and also developed a VR and MR video game with NFC and Arduino technology in Unity. My main role on the project was as Technical Artist optimizing the performance of the game so it could run with a ratio of 45 - 60 FPS, creating shaders and integrating the art

#### • Researcher in NeuVox Laboratory (CTB-UPM)

October 2018 - December 2019

I Colaborated with MIT and CSIC foundation researching, designing and developing a set of Android applications and games that facilitate the rehabilitation of patients with Parkinson's disease.

### **Education**

#### OM.A. Houdini FX Diploma

College of Digital Art and Animation CG Spectrum August 2020 - May 2021 Melbourne, Australia

### • M.A. Degree in 3D Animation and production with Maya

Proffessional School of new Technologies CICE October 2019 - May 2020 Madrid, Spain

### O B.S. Design and Development of Video games

Rey Juan Carlos University September 2014 - September 2019 Madrid, Spain

### **O** B.S. Computer Engineer

Rey Juan Carlos University September 2014 - September 2019 Madrid, Spain

# Others

#### • Treasurer and Founder

Virtual Soul

October 2016 - November 2017

I directed and organized the annual congress 'Game-Gen' and managed the association funds

#### **O**Secretary

Association of Video game's Students August 2016 - July 2018

I organized workshops with professionals of the sector and game jams like Global Game Jam. Also, I managed the documents of the association.

## Hard Skills

### Development















### **Design**



















# **Languages**



