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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- Portfolio

Hobbies

- Asian Culture
- Graphic Adventure
- RPG
- Platforms Video games

Experience

Technical Artist in Crema Games
May 2022 - Present

I worked on **Temtem** fixing small visual bugs. Furthermore, on the new project, where the company has decided to change to **Unreal 5**, i am involved in the research and documentation, **tool development**, material creation, performance care, **procedural props** creation as well as **world building** and **resources management**.

Technical Artist in Axes In Motion
January 2022 - May 2022

I worked 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 were in charge together with the development team of controlling the **performance** and size of the game.

Technical Artist in The Bird Free Studio
July 2020 - January 2022

I collaborated 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 collaborated 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

M.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

B.S. Design and Development of Video games
Rey Juan Carlos University
September 2014 - September 2019
Madrid, Spain

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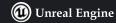
Secretary
Association of Video game's Students
August 2016 - July 2018

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
- Unity
- Unreal Engine
- C#
- C++
- Python
- VEX
- CG / HLSL

Design
- Maya
- Blender
- Houdini
- Photoshop
- Substance Painter

Management
- Github
- Gitlab
- Sourcetree

Languages

- Spanish (Native)
- English (B2)