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



Madrid, Spain



+34 627 28 08 20



▽ gyemelmor@gmail.com



Portfolio

Hobbies

T Asian Culture



🗃 Graphic Adventure



Platforms Video games



O 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 Voragine Games Studio

April 2021 - May 2022

As co-founder and technical artist I was in charge of the game's performance of the pixel metroidvania game Eden's Guardian, as well as mentoring the art team to integrate their pixel art into the game. I was also involved in the development of tools in Unity and some programming tasks. In addition, I developed all the sha- ders and dynamic Vfx.

R+D Programmer in Axes In Motion

January 2022 - May 2022

I worked in the R+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.

O 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.

O Researcher in NeuVox Laboratory (CTB-UPM) Development

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

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

OB.S. Design and Development of Video games

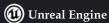
Rey Juan Carlos University September 2014 - September 2019 Madrid, Spain

O B.S. Computer Engineer

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

Hard Skills

(Inity)



(€) C#



Python



H CG/HLSL

Design

Maya

🤕 Blender

🔝 Houdini

(Ps) Photoshop

Substance **Painter**

😘 Management

(Github

W Gitlab

Sourcetree

Languages

🛑 Spanish (Native)

English (B2)