

# 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 annual 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

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 liaise 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 **liaising** 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



Sourcefree



## Languages



Spanish (Native)



English (B2)