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

📖 **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 Voragine Games Studio
April 2021 - May 2022 | Currenly Co-Founder

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 shders 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.

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

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)