

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 **time and task management**.

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

July 2020 - Present

I collaborate with several video game projects whose main purpose is to improve the **team's skills** as Technical Artist developing **shaders** and **VFX**, **porting finished art to Unity**, **researching and developing technical tools** and **liaising between developer and design 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.

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 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

Professional 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



HLSL



Design



Maya



Blender



Houdini



Photoshop

Management



Github



Gitlab



Sourcetree



Others

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.

Treasurer and Founder

Virtual Soul

October 2016 - November 2017

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



Languages



Spanish (Native)



English (B2)