

Rodrigo Antonio Guzmán Castro

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Portfolio: <https://lkaza.github.io/>

Professional Profile

Technical Artist with 2 years of experience in Unity3D, mostly in charge of importing characters and 3D models into Unity and creating different effects using Shaderlab with URP to improve the visual performance.

Over my career I've been working with artists to ensure the art looks the way they want to. I've learned Blender software to understand the creative process behind 3D Stylized characters.

Technical Skills

Programming Languages:

- 2 years of **C#**.
- 1 year of **ShaderLab**.
- 2 years Relational databases **SQL**.
- Java.
- Javascript.
- MongoDB.
- NodeJS.

Experience in:

- Agile methodology Scrum and Kanban.
- Particle System in Unity.
- VFX Graph.
- Amplify Shader Editor/Shader Graph.
- Repositories Git/Github.
- Adobe Photoshop.
- Generalist 3D Blender.
PolyModelling,UV Map,Textures,Rigging.

Employment

Imaginima

April 2022 - Present

Technical Artist and VFX Artist.

- Ensured performance using Baked Illumination and Occlusion Culling.
- Developed UI and backend for an Inventory System capable of being used with navigation using the new input system.
- Established work pipeline for 3D characters.
- Developed shaders for particles,textures, noises and some 3D with rigging and animations.

YPF

June 2019 – December 2019

Network Administrator (TI)

- Managed connections of users in integrated Enterprise systems.
- Set up new devices and helped new employees of YPF with their new devices (Phones-Tablets-Laptops).
- Made weekly reports to managers to ensure meeting deadlines.

Personal Projects

Rem

October 2021 - December 2021

Generalist 3D Artist and Unity Developer

- Made a 3D model from scratch to rig/texture in blender.
- Used the Magica Cloth asset from the unity store for physics management
- Experimented with many toon shaders, but decided to use Unity Chan to achieve a clean toon anime character.

KeloWar

June 2021

Unity Developer

- Made a technical prototype of Android development.
- Replicated core game mechanics of android game "Archer".

Headworld

January 2021- February-2021

Unity Graphics Programmer

- Received network package and reflect animations for characters.
- Implemented a day and night system in Unity.
- Deactivated objects far from the player.
- Developed shaders like a water fountain, lava, and other environmental assets.
- Imported 3D characters to Unity and developed an animation system for blending between them.

PyroBoom

July- 2020

Unity Developer

- Made a procedural map for endless survival.
- Animated through code using C#.

Education

2013-2019

Engineering Informatics Bachelor's Degree – Universidad de Playa Ancha

Seminaries and Courses

October 2021	Making A Stylized Toon Shading Within Unity - Wingfox
June 2020	Math For Video Games: The Fastest Way To Get Smarter At Math - Udemy
May 2020	RPG Core Combat Creator: Learn Intermediate Unity C# Coding – Udemy
March 2020	Complete C# Unity Game Developer 3D - Udemy