

Rodrigo Antonio Guzmán Castro

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

Technical Skills

Programming Languages:

- 2 years of **C#**.
- 1 year of **ShaderLab**.
- 2 years Relational databases **SQL**.
- Python
- 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

Courses

October 2021	Making A Stylized Toon Shadering 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