

MIRIAM MARTÍN SÁNCHEZ



CONTACT

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LANGUAGE

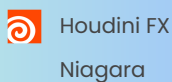
- **NativeSpanish**
- **English- B2 Basic**
Professional
Competence

KNOWLEDGE AND SKILLS

Engines:



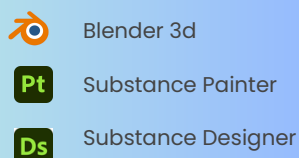
VFX:



Programming languages:

C++ / C / C#
Python / JavaScript
Java / HLSL / GLSL

Modeling and Texturing



2D Art



TECHNICAL ARTIST / SOFTWARE ENGINEER

I'm a Technical Artist and Software Engineer with a strong passion for real-time rendering, shading, and performance optimization. I thrive on pushing the boundaries of visual fidelity through technology.

My expertise lies in the creation and optimization of shaders, as well as the development of custom tools, always with a focus on enhancing both visual quality and runtime performance. I thrive in collaborative environments where visual quality and technical precision go hand in hand, and I'm always eager to explore new techniques that enhance both the visual impact and efficiency of real-time applications.

EDUCATION

- **Master in Technical Art and VFX** 2024 - 2025
Voxel School
- **Degree in Video Game Development** 2020-2024
Universidad Complutense en Madrid

EXPERIENCE

Independent Digital Artist (3D & 2D)

- Created promotional artwork for the video game **Hellfire Poncho**, collaborating on the visual design to engage the audience and reinforce the game's identity.
- Illustrator of the book **Cuando el Oro me Abandone** by Ángel de Miguel.

VOLUNTEERING AND ACTIVITIES

- **Technical Artist / VFX Artist Collaborator**
FFlaming Dog Studios / Lilith - Master's Game Project at Complutense University and Voxel School
 - Developed optimized tools and **shaders** for Unreal Engine.
 - Creation of **VFX**.
 - Worked closely with the programming team to integrate effects using **C++**.
- **Artist in the T-shirt design for the** 2024
- **Hada Byron contest.**
Universidad Complutense en Madrid
- **Volunteer at Guerrilla Game Festival.**
- **Mentorship and Guidance for New Students.**
Universidad Complutense en Madrid
- **GameJams**
Global GameJam 2023 /2024/2025
ComJamon 2024