DARÍO RODRÍGUEZ HERNÁNDEZ

Multimedia Engineering

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SUMMARY

Graduated in Multimedia Engineering at the University of Valencia. Great interest in computer graphics, computing, simulation and technology. I have always been very interested in the technical and artistic field, both in a self-taught way and in official studies through the university.

EXPERIENCE

Pipeline & Tools
El Guiri Studios

📅 November 2022 – Present   ● Madrid - Remote

- Development of pipeline tools and TD. Aquarium (Pipeline Management), Photoshop Python, PyQt, Blender.

Pipeline & Tools
Lightbox Animation Studios

📅 June 2022 – November 2022   ● Madrid - Remote

- Development of pipeline tools and TD. Django web development in Linux. PyQt, Nuke, Blender, Natron, Maya.

Pipeline & Tools (Internship)
Hampa Studio S.L.

📅 October 2020 – January 2021   ● Paterna (Valencia) - Remote

- Development of tools and resolution of tasks related to the Technical Director position within the pipeline of the animation studio using specific software, including Shotgrid.

EDUCATION

Master's Degree in VFX and compositing with Houdini and Nuke
Animum Creativity Advanced School

📅 2021 – In progress   ● Remote

Bachelor's Degree in Multimedia Engineering
ETSE – Universitat de Valencia

📅 2017 – 2021   ● Burjassot (Valencia)

- Field of study: Computer Science
- Average grade: 8,34 / 10

SKILLS

Disciplined   Teamwork   Hardworking   Autonomous   Great problem solving

C++   Graphic simulation   Python   OpenGL   Scikit-learn   HTML   CSS   Three.js   Processing   PyQT   Blender   Houdini   Nuke   Software Engineering

MOST PROUD OF

📄 **Best full paper award at CEIG 2022**
A modular authoring tool for atmospheric cloud modelling.

🎖 **With honors**
Final Degree Project.

LANGUAGES

Spanish ● ● ● ● ●
English ● ● ● ○ ○
Catalan/Valencian ● ● ○ ○ ○

REFERENCES

Ask for references (study center and companies).