

Technical Artist & UE5 Developer
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Rodrigo Galdamez

TECHNICAL ARTIST

About me

I am a Technical Artist, specializing in Unreal Engine 5. With a passion for creating immersive experiences that engage and inspire users. Over 13 years in the game development, virtual reality, and simulation industry; from mobile games, PC, and VR to on-site Driving simulation centers. In the past 8 years, I've worked on pipelines, workflows, and content design. Developing tools in MEL and Python, automating processes, and bulk data editing in Blender, Maya, and Unreal Engine 5.

Worked on the automation of content production, allowing designers to iterate and try new ideas faster. Rapidly prototyping UI and game mechanics. Solid experience in content design, Lighting, Material/Shader systems, FX, and optimizations.

Specialities:

- Unreal Engine Blueprints
- mechanics rapid prototyping
- Content design and maintenance
- Art and content optimizations
- Lighting
- Material systems and shaders

Skills

Unreal Engine 4 & 5, Unity, Blender, Maya, ZBrush, Quixel Suite, MEL, Python, Blueprints, Substance Painter and Designer, PhotoShop, AI, After Effects, Git, Perforce, Visual Studio, Marvelous Designer, World Machine, Adobe Illustrator, After Effects, Git, Perforce, Visual Studio, SpeedTree.

Education

Graphic design Associate
degree (2010-2012)

Senior Technical Artist

At VI-Grade, a leading provider of simulation solutions for the automotive and transportation sectors used by customers like Audi, Fiat, Porsche and sports car manufacturers like Ferrari and Mercedes - AMG

- Used my expertise in Blender, Maya, and Unreal Engine 5 designing and optimizing high-quality 3D assets, environments, and effects for various VR products and product showcases.
- Improved workflows with dataprep and import automation in UE5 using DataSmith
- Created and updated tools in MEL and Python for internal development.
- Optimized materials and lighting.
- Worked with the engineering team, designers, and clients to ensure the technical and artistic quality for the different applications, providing feedback, documentation and support throughout the development cycle.

Products

- VI-WorldSim
- VI-Modkit

Senior Technical Artist

At Redpill VR, a pioneering Virtual Reality company that specializes in creating social and interactive music experiences through a platform for live virtual music performances.

- Designed and implemented in-house built and third-party content, materials, rendering, and lighting. Collaborated on integrating high-fidelity audio reactive Niagara visuals FX.
- Collaborated with designers prototyping mechanics and data-driven UI, skeletal meshes, and animation retargeting.
- Sped up production times with Maya tools in MEL and Python for rigging. Optimized environment and collisions, texture packing, as well as profiling and optimizations for graphics and identified game tread bottle necks.

Products:

- Aurora 2022

Public Demos

- E3 2019
- Formosa OC3 2016
- CES 2016

Technical Artist

Leading the art team at VertexWave, a small VR studio that focused on creating VR games and applications.

- Led the 3D Content creation team, working on prototypes for Virtual production, post-production, 2D, and real-time VFX.
- Developed workflows for Nvidia HairWorks and Flex for product demos in Unreal Engine 4
- Guided and mentored 3D Artists, set best practices for Art production and implementation

Technical Artist

Led the art team that provided 3D assets for early prototypes for the company's MMORTS mobile games.

- Worked with Realistic anatomical models and sculptures, and introduced the team to PBR material
- pipelines and clothing simulation software to speed up the sculpting process.
- Created workflows to optimize the content production pipeline such as rig weight and animation transferring
- Managed the MOCAP and Animation R&D

Products

- Battle Strike Force

3D Artist

Developed in Unity, worked on mobile IOS and Facebook games, joined as a 3D modeler and generalist

- Created low poly models in 3DS Max and Blender to meet performance needs, retopology of existing assets and hand-painted textures, as well as prop and character development for multiple clients and internal projects and demos.
- Worked in 2D VFX in Unity, UI graphic design, and adaptation to interface Atlases.
- Also worked as a general 3d artist across all projects, which included modeling, texturing, UVs, and ensured performance in the game engine.

Products

- Rawbots
(2012 Alpha period & Kickstarter)