Simón Sánchez

Game Developer

⊙ Montevideo, Uruguay   @ simonsanchez.art@gmail.com   🔗 https://www.simonsanchez.art/

Experience

ASB Studios
Tools Programmer
Mar 2023 - Feb 2024

Helping migrate a custom 3Ds Max pipeline to Blender.

- Automatic creation and composition of Turntable videos (Bust & Full Shot)
- Render Helper (Automatic set-up of render passes, including shadow catchers, reflection catchers and Color ID generation)
- Automatic Three-Point Lighting system and Light Manager creation
- Creation of Tool to Convert .max files to .blend files (WinForms)

Mutate
Game Designer
April 2022 - January 2023

I worked on a variety of 15+ mini-games, from concept to production pushing the boundaries of Mutates UGC tools.
I also helped implement some features into Mutate using C++

Education

BIOS
Art & Game Design
2016 - 2018

- 3D Modelling, Rigging and Animation with 3DS Max
- Digital Painting
- Pre-Production, Storyboarding and Cinematic Language
- Digital and Traditional Sculpting

Círculo Informático
Graphic Design
2011 - 2012

Skills

Game Design

Unity, Level Design, Tool Programming, Python

3D Modelling

Blender, Substance Suite, ZBrush, Marmoset Toolbag

Languages

English

Spanish