

SIMON SANCHEZ

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WORK EXPERIENCE

Animated Storyboards (ASB)

Blender Tool Programmer

Python, QML, C#/WinForms, MAXScript

Mar 2023 - May 2025

- Developed over 40 Blender tools used daily by 100+ artists
- Helped migration of studio pipeline from 3ds Max to Blender
- Built a custom auto-rigging system in Blender with a Qt-based Rig Picker UI
- Creation of Desktop Automation Apps (WinForms)

Mutate

Game Developer

Game & Level Design, C++

Apr 2022 - Jan 2023

- Creation of 10+ of Mini-Games with UGC Tools
- Design and Implementation of Game Components with C++
- Testing and exploring limitations of UGC Tools

SKILLS

Languages: Python, C#, C/C++, HLSL, Lua

Frameworks: Unity, Blender API, Qt/PySide, WinForms, React/Tailwind

PROJECTS

Ping Pong Color

Procedurally generated rhythm-based arcade game integrating dynamic FMOD audio

Unity (C#), FMOD, HLSL

Jeringa Dependency Injector

Lightweight dependency injection framework for Unity projects

Unity (C#)

Lucero - Light And Render Add-On For Blender

Complete Toolset for Lighting, Compositing and Rendering scenes easily in Blender

Python

NDA

Batch Color Calibration of RAW images for 3D Scans with Color Checker detection

Python, Qt/PySide, OpenCV

EDUCATION

BIOS

Associate Degree Art & Game Design

2016 - 2018