

# Simón Sánchez

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## Experience

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### ASB

TOOL PROGRAMMER

March 2023 – May 2025

- Full custom Body and Face Auto-Rig system
- Advanced Rig Picker/UI using QML and Blender
- Batch conversion of .max files to .blend files (WinForms)
- Animation Layer system
- Limb-based Rigging system, similar to 3ds Max CAT
- +50 Other small tools to increase productivity in Blender
- Guidance on migrating from Max to Blender

### Mutate

GAME DESIGNER

April 2022 – January 2023

- Creation of Mini-Games with UGC Tools
- Implementation of Game Mechanics with C++
- Testing and exploring limits of UGC Tools

## Projects

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### Ping Pong Color

Unity, FMOD, Reaper

PING PONG COLOR IS A SIMPLE 2D ARCADE WHERE YOU DESTROY EVERYTHING MATCHING YOUR COLOR IN RHYTHM

### Jeringa Dependency Injector

JERINGA IS AN EASY TO USE DEPENDENCY INJECTION SYSTEM FOR UNITY, USING CUSTOM C# ATTRIBUTES

### Magnolia for Blender

Python

A SET OF TOOLS FOR BLENDER, INCLUDING EDGE ALIGNMENT, BEVEL BAKING TOOLS, .FBX EXPORT PRESETS, MESH DEBUGGERS AND MORE

### dm\_oclo

Hammer, Affinity Photo

A MAP FOR HALF LIFE 2: DEATHMATCH, MADE WITH VALVE'S HAMMER EDITOR

## Education

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### BIOS

ASSOCIATE DEGREE IN ART & GAME DESIGN

2016 – 2018

### Círculo Informático

DIPLOMA IN GRAPHIC DESIGN

2011 – 2012

## Skills

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**Game Development & Coding:** Unity (C#), Level Design, Game Design & Documentation, Python, Tool Programming

**3D Modelling:** Organic and Hard-Surface, Blender, ZBrush, Substance Suite, Marmoset Toolbag

**Tangential Skills:** Creation of tutorials & Courses, Audio Post-production, Pixel Art

## Languages

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**English**, Fluent

**Spanish**, Native