

SIMON SANCHEZ

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WORK EXPERIENCE

Animated Storyboards (ASB)

Python, QML, C#/WinForms, MAXScript

Blender Tool Programmer

Mar 2023 - May 2025

- Engineered 40+ Blender tools to automate core production workflows, boosting efficiency. Adopted across the studio by 100+ artists, these tools became central to the pipeline and were instrumental in the successful migration to Blender.
- Built a custom auto-rigging system with a Qt-based Rig Picker UI, reducing rig setup time by 90%+.
- Developed desktop automation utilities (C#/WinForms) to support batch rendering and asset management.

Mutate

Game & Level Design, C++

Game Developer

Apr 2022 - Jan 2023

- Designed and implemented 10+ interactive mini-games using in-house UGC tools.
- Developed modular gameplay systems and mechanics in C++, contributing to faster iteration cycles.
- Explored and documented UGC tool limitations, providing actionable feedback that improved developer usability.

SKILLS

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

Technologies: Unity, Qt/PySide, WinForms, React, TailwindCSS

PROJECTS

Jeringa Dependency Injector

Unity (C#)

Created a lightweight dependency injection framework to simplify code architecture in Unity projects.

Lucero - Light And Render Add-On For Blender

Python

Engineered a complete lighting and rendering toolkit for Blender, improving workflow automation for artists.

NDA

Python, Qt/PySide, OpenCV

Developed a batch color calibration system for RAW 3D scans, standardizing color accuracy across the pipeline.

Ping Pong Color

Unity (C#), FMOD, HLSL

Developed a procedurally generated rhythm-based arcade game, integrating dynamic FMOD audio and shader-based visuals.

EDUCATION

BIOS

2016 - 2018

Associate Degree Art & Game Design