

Simon Sanchez

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SKILLS

Languages: Python, C#, C/C++, HLSL, TypeScript / JavaScript

Tools & Platforms: Unity, Blender API, Git, Github Actions

Frameworks/Libraries: Qt/QML (PySide), Tauri (React + Rust), Three.js/R3F, Zustand

WORK EXPERIENCE

Guardian Glow Limited

Technical Artist/Tool Programmer

Python, Geometry Nodes

Nov 2023 - Present

- Automated background rendering using Blender CLI/Python, reducing render times by up to 14x through Multiprocessing.
- Developed procedural geometry and simulation systems to generate ground truth datasets for algorithm training.

Animated Storyboards

Tool Programmer

Python, Qt/QML, C#/WinForms, MAXScript

Mar 2023 - Jun 2025

- Developed 40+ Blender tools to automate core production workflows. Adopted across the studio by 100+ artists.
- Iterated on tools based on artist feedback, while producing documentation and training materials.
- Designed and implemented a custom auto-rigging system with a Qt-based Rig Picker UI, reducing rig setup time by over 90%.
- Built desktop automation utilities (C#/WinForms) to convert 3ds Max assets to Blender.
- Engineered an IPC-based bridge enabling one-click Alembic transfer between 3ds Max and Blender.

Mutate

Game Developer

Game & Level Design, C++

Apr 2022 - Jan 2023

- Designed and implemented 10+ interactive mini-games using in-house UGC tools.
- Developed user-facing modular gameplay components and mechanics for a custom game engine in C++.
- Explored and documented UGC tool limitations, providing actionable feedback that improved developer usability.

PROJECTS

Textract

Developed a high-performance Open Source (+65 Stars) tool for texture extraction from photos.

Tauri (Rust, React, TypeScript)

Jeringa Dependency Injector

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

Unity (C#)

Lucero - Light And Render Add-On For Blender

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

Python

Batch Color Calibration

Developed a batch color calibration system for RAW 3D scans, based on color checkers.

Python, Qt/PySide, OpenCV

Ping Pong Color

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

Unity (C#), FMOD, HLSL

EDUCATION

BIOS Institute

Associate Degree Art & Game Design

2016 - 2018