

# Simon Sanchez

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## SKILLS

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

**Frameworks/Libraries:** Qt/QML (PySide), Tauri (React + Rust), Three.JS

**Tools & Platforms:** Unity, Blender, Git

## WORK EXPERIENCE

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### Guardian Glow Limited

Python, Geometry Nodes

VFX Engineer/Tool Programmer (*Part Time*)

Nov 2025 - Present

- Automated background rendering of Synthetic Data using Blender CLI and Python, improving render times by up to 14x through Multiprocessing.
- Developed procedural geometry and simulation systems to generate ground truth datasets for algorithm training.
- Recreated biomechanics-based simulations by extracting and translating data from scientific papers using tools like DataThief.

### Animated Storyboards

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

Tool Programmer

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 & Level Design, C++

Game Developer

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

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### 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.

### Batch Color Calibration

Python, Qt/PySide, OpenCV

Developed a batch color calibration system for RAW 3D scans, standardizing color accuracy across hundreds of images.

### Ping Pong Color

Unity (C#), FMOD, HLSL

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

## EDUCATION

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### BIOS Institute

2016 - 2018

Associate Degree Art & Game Design