

Victor Fisac Fuentes

Sr. Technical Artist & Game Developer

With 7 years in video game development, I have held roles like **Technical Artist** and **Game Developer**. Experienced across console and mobile platforms. Proficient in **Unity 3D**, **C#**, **Python**, **C** and **shading**. Skilled in **automation**, **tools**, **optimization** and

JOB EXPERIENCE

SENIOR TECHNICAL ARTIST · Scopely · 2021 - 2024

Video games development for mobile and desktop platforms. Unity 3D graphics engine. Simplify and automate development processes. Tooling and performance optimizations. New core features implementation. Long term planning and communication with other departments.

TECHNICAL ARTIST · Scopely · 2020 - 2021

Video games development for mobile platforms. Unity 3D graphics engine. New features implementation. Live Ops implementation. Tooling and performance optimizations.

GAME DEVELOPER · Tangelo Games · 2018 - 2020

Development of video games features for mobile platforms and WebGL using Unity 3D. Client-server architectures. Assets management and organization. Process optimizations based on target platforms.

TECHNICAL ARTIST · Tangelo Games · 2017 - 2018

Video games development for browser, Facebook and mobile platforms. Unity 3D graphics engine. Art implementation optimized for mobile. Tools development. Improvements in pipelines and bug fixing maintenance.

GAME DEVELOPER · Skullmonkey Games · 2016 - 2017

Video games development for mobile platforms. Unity 3D graphics engine. Bugs fixing and projects maintenance. App management and distribution.

GAME DEVELOPER · Enjoy Up Games · 2015 - 2016

Video games development for Wii U and Xbox One using Unity 3D and C#. Graphics and performance optimizations. New features implementation. Porting and set up for console platforms.

EDUCATION

3D ANIMATION, VIDEO GAMES & INTERACTIVE ENVIRON.

CEV Barcelona · 2014 - 2016

10.00 rating in the final video game project 'Dissolver' developed by Squady Games Indie Group.

HND IN GAME DESIGN AND VIDEO GAMES DEVELOPMENT

CEV Barcelona · 2014 - 2016

High National Diploma focused in videogames design and development, videogames art and 3D animation.

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LANGUAGES

SPANISH: NAVITE

CATALAN: NAVITE

ENGLISH: COMMUNICATIVE

PROGRAMMING

C# · C · Python · GLSL · HLSL

SKILLS

Unity 3D · Unreal Engine · raylib · Processes Automation · Tools · OOP Architectures · OpenGL


Shaders · Animation · VFX · UI · Adobe Suite · Zbrush · Autodesk Suite · 3D-Coat


Jenkins · Looker · Bugsnag · 3rd Party Integration · CI


Proactive · Responsible · Team Player · Knowledge Transmission · Self-learning · Interpersonal

Travelling · Music · Piano · Guitar

ACHIEVEMENTS

 Published 4 personal mobile games & apps.

 Supported open source repositories like raylib.

 Lowered company costs by automating art integrations.