

EDUARDO ROA

Lighting Artist
Shader Programmer
Generalist 3D



eduroam@gmail.com



Caracas, Venezuela



<http://www.eduardoroacg.com>



@EduardoRoa2



OVERVIEW



Birth: July - 1979

Master degree in Computer Science and bachelor in Mathematics.

I am an enthusiastic student of the Computer Graphics and become an expert in both theoretical and artist aspect have been my passion



SKILL

PROFESSIONAL SKILL

Maya	★★★★★
Renderman	★★★★★
Nuke	★★★★★
Substancer	★★★★★
Unity	★★★★★
Unreal	★★★★★

INDIVIDUAL SKILL

Communication	★★★★★
Determination	★★★★★
Strenght	★★★★★
Agility	★★★★★



EMPLOYMENT

FREELANCE 3D ARTIST

CARACAS
2017-

UPWORK

I have been working in a 3D Game (Skater XL) where I have had different roles as I mention below:

- Set Dressing Environment
- Modeling / Improvements in third-party models
- Texturing and Materiales
- Lighting
- Optimization for PC and Consoles (XBOX/XDK)

Steam Store

<https://store.steampowered.com/app/962730/>

FREELANCE TECH/ARTIST

CARACAS
2017-2019

UPWORK

I worked in a 3D project for IOS where I have used different frameworks as I mention below:

- Swift and C++
- Metal Library
- Ogre 2.0 Engine
- Python / OpenCV

I have worked in color detection using OpenCV, PBR shading in Metal Shading Language and recently I'm learning and implementing Spherical Harmonic for diffuse lighting in Metal.

Link App: <http://www.meograph.com>

TECHNICAL DIRECTOR

CARACAS
2011-2017

STUFF3D ANIMATION C.A

Mainly I have worked in the Lighting and Shading department, I have participated in projects like:

- Architectural Visualization
- 3D Animation
- Compositing

I worked in render engine like Mental Ray, Arnold and currently Renderman.

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COURSES

The Art of Lighting for Games
Instructor: Omar Gatica
CG MasterAcademy
2018



FREE

ADVANCED FRESNEL - SEGMENT

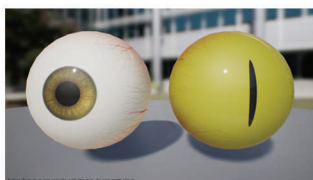
Fresnel effect has the possibility to apply the effect in a portion of the mesh.

- Link: <https://gum.co/nICRHj>



PROCEDURAL EYE - UNREAL - V1.0

- Link: <https://gum.co/vRmLZ>



EMPLOYMENT

PROJECT MANAGER

CARACAS
2015-2017

LUDOPIA SOFT C.A

I worked in the video game Quiro as supervisor and technical director, mainly responsible for:

- Supervise a group of 8 people
- Modeling and texturing assets for the game
- Optimize 3D content

PROFESSOR

CARACAS
2007-2017

SIMÓN BOLÍVAR UNIVERSITY

I taught, research and organize the content for the Computer Graphics modules, for the bachelor course and specialization in video games (postgraduate course).

- OpenGL/GLSL
- Ogre3D/C++
- Autodesk Maya
- Unity



EDUCATION

MASTER DEGREE

CARACAS
2007-2011

SIMÓN BOLÍVAR UNIVERSITY

Master degree in Computer Science.

Thesis: Computer Graphics Operations in the Conformal Geometric using GPU

BACHELOR MATHEMATICS

CARACAS
2002-2007

CENTRAL UNIVERSITY OF VENEZUELA

Bachelor in Mathematics.

As part of my studies I worked in the Geometry and Computer Graphics Laboratory of Mathematics department.

Thesis: Volumen and Modeling with Lemniscate



PAPERS

GPU COLLISION DETECTION IN CONFORMAL GEOMETRY SPACE

Proceedings of
SIACG 2011, pag 153
ISBN 978-972-98464-6-5

PRIMITIVES INTERSECTION WITH CONFORMAL GEOMETRY

CIMENICS
03-9, pag MM-97

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PORTFOLIO

