

# EDUARDO ROA

Lighting Artist  
Shader Programmer  
Generalist 3D



+584163114246



Caracas, Venezuela



eduroam@gmail.com



@EduardoRoa2



<http://www.eduardoroacg.com>



## 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	★★★★★
Mental Ray	★★★★
Renderman	★★★★
Nuke	★★★★
Substancer	★★★★
Unity	★★★★
Unreal	★★★

### INDIVIDUAL SKILL

Communication	★★★★
Determination	★★★★★
Strength	★★★★
Agility	★★★★★



## EMPLOYMENT

### FREELANCE TECH/ARTIST

CARACAS  
2017-

#### UPWORK

Currently, as a freelance I have been working 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.

### TECHNICAL DIRECTOR

CARACAS  
2011-

#### 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.

### 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

The engine of the project was Unity 5.

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## 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

### 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

- C++ / OpenGL
- CUDA
- Matlab

### 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

- Matlab.



## 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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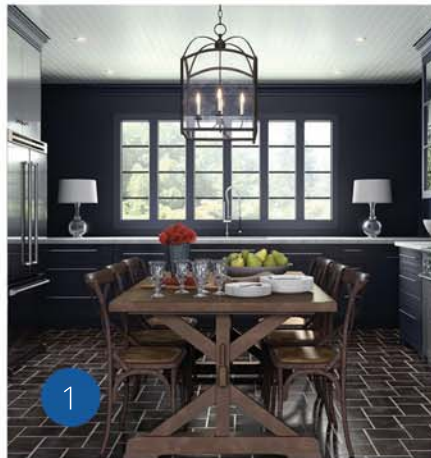
<http://www.eduardoroacg.com>



## PORTFOLIO

### 1 PORTFOLIO I

Architectural Visualization  
I was responsible of lighting, shader and compositing of the image.



### 2 PORTFOLIO II

Realtime Architectural Visualization (Unity)  
I was responsible of lighting, shader and compositing of the image.

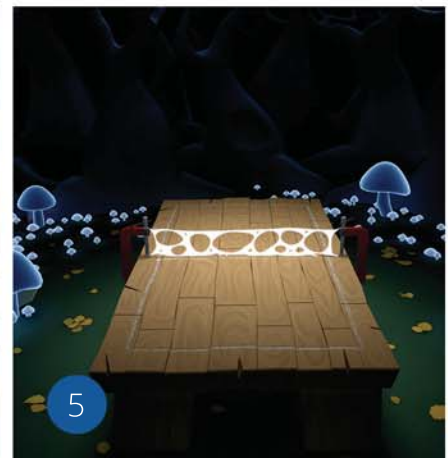
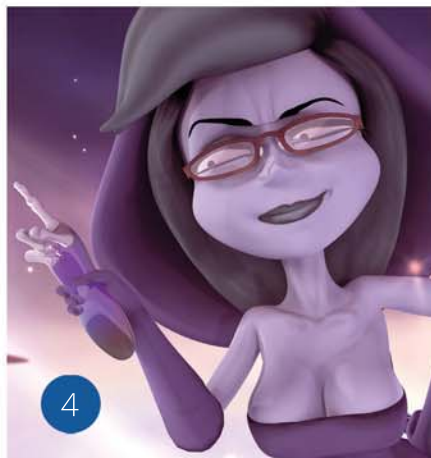


### 3 PORTFOLIO III

Short Film **No way out**  
Director, producer,  
lighting artist, shader and compositing

### 4 PORTFOLIO IV

Devils Angels & Dating  
Short film by Michael Cawood.  
I worked in the lighting of 6 shots.



### 5 PORTFOLIO V

In this image I worked as a lighting artist and shading. This escenario was made for a video game.