

# EDUARDO ROA

Lighting Artist  
Shader Programmer  
Generalist 3D



eduroam@gmail.com



Caracas, Venezuela



<http://www.eduardoroacg.com>



@EduardoRoaz



<https://www.artstation.com/eduroam>



## 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



## COURSES

**Lighting for Games bootcamp**  
**Instructor: Maria Yurd**  
**VertexSchool**



## 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

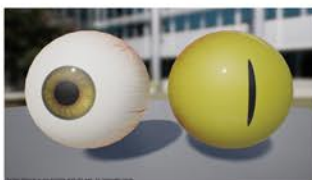
Fresnel effect has the possibility to apply the effect in a portion of the mesh.

- 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

