



MALDINI, Juan Augusto

Web Developer / Unreal Engine Developer / 3D Artist

Cordoba, Argentina

juan.maldini@outlook.com

+54 9 3576 474180

ABOUT ME

Hello!
As a 3D Artist and Developer with over 7 years of experience, I am passionate about integrating creative and technical skills. While my background is rooted in Unreal Engine and 3D, I am currently expanding my expertise into web development and broader areas of digital production.

My experience in Virtual Production, Development, Modeling, VFX, and AI technologies has equipped me with a unique skill set to tackle complex projects and adapt to evolving industry trends.

I am always looking for new opportunities to expand my knowledge and collaborate with talented teams. Open to relocation to continue advancing my career.

SKILLS

Spanish	Native
English	Advanced
Italian	Beginner
Unreal Engine	Advanced
Niagara	Intermediate
Blueprints	Advanced
3D Max	Advanced
Blender	Intermediate
Houdini	Intermediate
Rizom UV	Intermediate
Vray	Advanced
Corona	Advanced
Cycles	Intermediate
Mantra	Intermediate
Revit	Beginner
Autocad	Intermediate
HTML	Intermediate
CSS	Intermediate
Python	Intermediate
Javascript	Intermediate
C++	Beginner
Bootstrap	Intermediate
React	Intermediate
Node	Intermediate
Linux	Beginner
Github	Intermediate
Git	Intermediate
Perforce	Beginner
Photoshop	Intermediate
Illustrator	Intermediate
Figma	Advanced
After Effects	Intermediate
Nuke	Beginner
Teamwork	Advanced

EXPERIENCE

Freelance / 3D Artist - Developer 01/2016 - Currently
Working independently for different organizations.

Byzantian Interactive, Inc. / 3D Artist & Unreal Engine Generalist 04/2024 - 06/2024
3D Artist & Unreal Generalist specialized in procedural 3D modeling using Houdini, with a focus on integrating assets into Unreal Engine for game design purposes. Proficient in landscape and environment creation using Unreal Engine and procedural content generation tools like PCG and Houdini. Collaborating remotely with a talented team via GitHub for seamless collaborative development.

XL Consulting / 3D Construction Visualizer & BIM Consultant 09/2023 - 01/2024
I heavily contributed to the app's development and pipeline, particularly in integrating BIM 4D models. My tasks involved automating data import from Synchro, iTwin, or SketchUp into Unreal Engine, alongside automating scene setup using Python scripts.

HITO / 3D Artist - Unreal Engine VR Developer 06/2023 - 09/2023
I collaborate in the development of the VR app and team's pipeline. Focused on technical environments and modeling assets to integrate into the virtual experience.

3DUS / 3D Artist - Unreal Engine Developer 07/2021 - 08/2023
As a Technical 3D Artist, I specialize in modeling furniture, buildings, and works of art to create high-quality representations. Additionally, I develop projects in Unreal Engine 5 for real estate web applications.

3DM Digital / 3D Artist 01/2021 - 06/2021
As a General 3D Artist, my role involves decorating scenes to ensure environments appear both realistic and visually appealing, essential for architectural visualization in commerce like animations and renderings.

Arktura / 3D Artist 07/2020 - 10/2020
Responsible for lighting the virtual scenes, texturing 3D models, and decorating environments with company products such as HVAC elements and panel decorations across various commercial settings.

Archelier Studio / 3D Artist 07/2018 - 10/2018
From blueprints to the final product, I lead the modeling of buildings, followed by UV mapping, texturing, and rendering. Subsequently, I oversee the transition to post-production, ensuring a seamless and polished outcome.

EDUCATION

Dr. Dalmacio Vélez Sársfield 2008 - 2014
- High School - Bachelor with Orientation in Natural Sciences

UNC 2015 - 2019
- Architecture / incomplete

Image Campus 2021
- Virtual Production
- Programación C++ para Videojuegos

Coderhouse 2022
- Desarrollo Web
- Diseño 3D (Blender)

Hola Mundo 2023
- Ultimate JavaScript
- Ultimate Python: de cero a programador experto
- Ultimate React

DevTalles 2024
- Node js de Cero a Experto

Codeacademy 2022
- Learn C++

Arash Ahadzadeh 2024
- UI Design & Figma Mastery

Build Academia 2018
- V-ray For 3DS MAX ArchViz N1
- V-ray For 3DS MAX Professional N2
Certification by BuildGroup ChaosGroup & ItooSoftware Authorized Training Center

DVIZ 2021
- Virtual Reality Course for Archviz

Rebelway 2022
- Houdini - Introduccion to FX

Udemy 2018 - 2024

- Unreal Engine desde 0: Crea 3 Juegos con Blueprints y C++
- Unreal Engine 4 Class: Blueprints
- Unreal Engine 4 - Creación de materiales desde 0 a AVANZADO
- Unreal Engine 5 - Learn to Make a Professional Main Menu
- Master Unreal Engine 4 Desarrollo Videojuegos con Blueprints
- Master Unreal Engine 4 Desarrollo Videojuegos con Blueprints
- 3D Studio Max: Espacios arquitectónicos
- Houdini - Procedural Japanese Castle in Unreal Engine
- Houdini - Procedural House
- Houdini - Master Create Stunning fx
- Blender 2.9 Iluminación y Render con Cycles de 0 a EXPERTO
- Blender 3D - Model and texture a stylised shield
- Blender 2.9 EXPERTO en Modelado 3D desde CERO hasta Avanzado
- Blender 2.9x Modelado 3D para Videojuegos FLUJO COMPLETO
- Blender 2.8 EXPERTO en UV Mapping de Assets para Videojuegos



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