

ABOUT ME

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 Al technologies has equipped me with a unique skill set to tackle complex projects and adapt to evolving industry

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

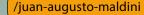
Spanish	inative
English	Advanced
Italian	Beginner
Unreal Engine	Advanced
Niagara	Intermediate
Blueprints	Advanced
3D Max	Advanced
Blender	Intermediate
Houdini	Intermediate
Rizom UV	Intermediate
Vray	Advanced
Corona	Advanced
Clycles	Intermediate
Mantra	Intermediate
Revit	Beginner
Autocad	Intermediate
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



juan-maldini.com



/Juanmaldini





MALDINI, Juan Augusto Web Developer / Unreal Engine Developer / 3D Artist Cordoba, Argentina

+54 9 3576 474180

EXPERIENCE

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

juan.maldini@outlook.com

01/2016 - Currently

Byzantian Interactive, Inc. / 3D Artist & Unreal Engine Generalist 04/2024 - 06/202 3D Artist & Unreal Generalist specialized in procedural 3D modeling using Houdini, with a focus 04/2024 - 06/2024 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

XL Consulting / 3D Construction Visualizer & BIM Consultant 09/2023 - 01/2021 heavily contributed to the app's development and pipeline, particularly in integrating BIM 4D 09/2023 - 01/2024 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 - Oli collaborate in the development of the VR app and team's pipeline. Focused on technical 06/2023 - 09/2023 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- 06/202 As a General 3D Artist, my role involves decorating scenes to ensure environments appear both 01/2021-06/2021 realistic and visually appealing, essential for architectural visualization in commerce like anima-

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 commer-

Archelier Studio / 3D Artist 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 - High School - Bachelor with Orientation in Natural Sciences	2008 - 2014
UNC - Architecture / incomplete Image Campus	2015 - 2019 2021
- Virtual Production - Programación C++ para Videojuegos	
Coderhouse - Desarrollo Web - Disaño 3D (Plandar)	2022
- Diseño 3D (Blender) Hola Mundo - Ultimate JavaScript	2023
- Ultimate Python: de cero a programador experto - Ultimate React	
DevTalles	2024
- Node js de Cero a Experto Codeacademy	2022
- Learn C++ Arash Ahadzadeh Lil Dosign & Figma Mastery	2024
- UI Design & Figma Mastery Build Academia - V-ray For 3DS MAX ArchViz N1	2018
- V-ray For 3DS MAX Professional N2 Certification by BuildGroup ChaosGroup & ItooSoftware Authorized Training DVIZ	g Center 2021
- Virtual Reality Course for Archviz	
Rebelway - Houdini - Introduccion to FX	2022
Udemy - Unreal Engine desde 0: Crea 3 Juegos con Blueprints y C++	2018 - 2024
- Unreal Engine 4 Class: Blueprints	

- 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 - 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