

# EDWIN VARGAS CORTÉS

## TECHNICAL AND LIGHTING ARTIST

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I'm a videogame artist and digital designer focused on technical and environment art for PC, consoles and VR titles. With 15 years of experience, I've been creating videogames, digital products and immersive experiences both for consumers and businesses across LATAM, Europe and U.S.A.

I have been developing and designing environment art, vfx, shaders and materials for video games and Apps on all types of platforms (Consoles, PC, VR devices, Android, iOS, and Web).

## WORK EXPERIENCE

### Senior Technical and Lighting Artist - Teravision Games - January 2019 - Present

Collaborated with an excellent team of interdisciplinary professionals making Next gen and VR titles for PC and Consoles.

- Shaders and realtime VFX creation for Next Gen and Virtual Reality games.
- 3D Environment design for Console, PC and VR games.
- Lighting for levels and 3D environments for Console, PC and VR Games.
- 3D Prop Modeling for next gen and VR Games.
- Blueprinting and behaviours for gameplay.

### Consultant Lead Technical and Lighting Artist - Undying Games - April 2019 - December 2020

As a consultant I helped the team at Undying games push the visual quality of their PC MOBA game.

- 3D Environment and level design.
- Shaders and realtime VFX creation.
- Character Rendering pipeline.
- Environmental Lighting and setup for gameplay levels.
- Material creation for cinematics and gameplay.
- Environmental VFX and blueprinting for in game weather systems.

### CEO - Include VR - January 2018 - Present

Founded a startup dedicated to create data enabled VR Experiences for training and business.

- Created Immersive experiences (VR/AR/Videogames) for aeronautic, ports, oil and gas industries.
- Creative / Art direction, tech art and product design for virtual training simulations and videogames.
- Created a learning based analytics VR platform and experiences for training on corporate environments.
- Worked with clients across LATAM on radically changing the way users experience learning.
- Raised 50K seed capital for the startup.

### CEO - 12 Hit Combo! - August 2012 - December 2017

Published Space Overlords a PC and PlayStation videogame on retail and digital.

- Won National awards (Colombia) and nominated for international awards for games produced by the company.
- Worked with clients and publishers on Europe, and the Americas.
- Art and creative direction for the company's own IP Games.
- Environment and level design for console and PC Games.
- Shader and FX creation on Unreal Engine and Unity 3D.
- Modeling, texturing, animation and rigging characters and environment assets for Videogames.

## SKILLS

- Environment Art.
- Level lighting for Videogames.
- Procedural Material and shader creation.
- Real time VFX.
- Visual scripting(UE, Unity).
- 3D Modeling, texturing and rigging.
- Motion Graphics.
- Art direction.
- Project planning and management.
- Creative direction.

## SOFTWARE

- Unreal Engine.
- Unity 3D.
- Z-brush.
- Substance Painter.
- Substance Designer.
- 3D Studio Max.
- World Machine.
- Maya.
- Houdini.
- Marmoset Toolbag.
- Adobe Suite.

## EDUCATION

### Game Design, Art And Concepts Specialization (Online)

California Arts Institute (Coursera) - 2015

### 3d Rigging

Nasca Digital - Autodesk Training Center - 2007

### Organic Modeling Of Characters

Nasca Digital - Autodesk Training Center - 2007

### Graphic Designer

National University of Colombia - 2005

## AWARDS AND MILESTONES

### 1 Published Indie Title For Pc (Steam) And Playstation

Art and project director for SPACE OVERLORDS (with 12 Hit Combo!).

### Cambio De Juego – Bogotá – 2014

Winner of prize to fund development of the game Matilde (with 12 Hit Combo!).

### Games For Change Awards - New York - 2014

Finalist at the Games for Change Awards for the video game Get into the SITP (with 12 Hit Combo!).

### Mobile Premiere Awards - Barcelona - 2011

Finalist in the Mobile Premiere Awards for the application The Hand.

## OTHER INTERESTS

- Avid gamer.
- Sci-fi.
- Robots and action figures.
- Guitars and metal music.
- Comics.

## SOCIAL



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



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