Daniel Rojas - VFX/TechArt

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VFX and TechArtist, specialized in Unreal and Maya, with 8+ years experience working on different productions. Expert maya user and versatile artist. With a strong background on offline lighting and rendering, I started in real time VFX for AAA games 4+ years ago, translating my experience to Unreal and projects like Fortnite. Knowledge in Particles in fluids on several softwares, like Maya, Unreal and Embergen.

EXPERIENCE

PunkRobot   **Aug 2024 – Feb 2025**
Lighting   *Santiago, Chile*
- Lighting and VFX for the movie "Brave Cat" TBA using redshift and Maya.

Dual Effect   **Aug 2024 – Feb 2025**
Technical / Lighting Art   *Santiago, Chile*
- VFX and shaders for the game "Tormented Souls 2"
- Optimization of lighting, shaders textures and models on "Tormented Souls 2"

Nimble Giant   **Jun. 2022 – aug 2024**
TechArt and VFX   *Santiago, Chile*
- VFX and shaders for Fortnite.
- VFX and shaders for an upcoming AAA multiplayer shooter.

Birds Were Singing   **January 2019 – to date**
Director and tech art   *Santiago, Chile*
- General direction of an indie company working on a new IP
- Tech art: lighting, vfx and shaders

Duoc UC   **August 2018 - june 2022**
Teacher   *Santiago, Chile*
- Teacher of digital animation in several areas: 3D modeling, lighting and render, production

Wild Bunch Studios   **Sept. 2015 – March 2018**
3D generalist   *Santiago, Chile*
- Animation 2D,3D and shaders in different animated series (Papelucho, Barrabases)

Behaviour Interactive   **January 2015 – Sept. 2015**
QA tester   *Santiago, Chile*
- QA tester on Fallout shelter, a mobile game

EDUCATION

DUOC UC   **June 2015**
Degree on Digital Animation   *Santiago, Chile*
- Digital Animation degree

COURSES

- **Courses:**
    - "Zbrush", image campus, BS, 2013
    - Motion Graphics, SVA, Santiago, 2014
    - "Lighting for games" With Marie Yue and "Houdini VFX", vertex school, remote, 2022