

EDUARDO J. REYES

TECHNICAL ARTIST

For video games and Virtual Production

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Available for: Spain, Sweden, Remote

SHOWREEL

TECHNICAL SKILLSET

UNREAL ENGINE 5

- Shading / HLSL
- Niagara VFX
- PCG Framework
- Chaos Simulation

HOUDINI

- HDAs & Procedural Tools
- Destruction Sim
- Houdini Engine for UE5
- Pipeline tools

PIPELINE

- Python / C# (Unity)
- Asset Validation & QA
- Editor Utilities
- Git

OTHERS

- Game Design
- 3D Modelling (Maya / Blender)
- Texturing (Substance Designer)
- Lighting & Composition

EDUCATION

Master's Degree, Technical Art and Procedural Generation

TECHART WORLDS

2025 - 2026

Master's Degree, Video Game Design and Development

UNIVERSITAT OBERTA DE CATALUNYA

2022-2024 · Graduated with Honours

Bachelor's Degree, 3D Animation & VFX

LA SALLE BCN (URL)

2016 - 2020

CERTIFICATIONS

Epic Games Authorized Instructor

Official Accreditation · 2024

LANGUAGES

Spanish & Catalan (Native)

English C1 - Full Professional

Swedish (Beginner)

PROFESSIONAL EXPERIENCE

TECHNICAL ARTIST

2025 - Present

FREELANCER

- **DJ DOKKU, Sala Razzmatazz**
Designed and implemented the real-time visuals for DJ Dokku's live performance at Razzmatazz Barcelona, including character mascot rigging in Maya plus integration, shading and lighting in Unreal Engine 5.
- **Impala Films**
Responsible for scene optimization, lighting, shader development and creation of PCG systems in Unreal Engine 5 for a background to be projected in Led walls for a Virtual Production project for several shots of a commercial.

UNREAL ENGINE AUTHORIZED INSTRUCTOR

2022 - Present

FREELANCER · EPIC GAMES PARTNER

- **Scopely**
Several In-company training for Scopely on Unreal Engine 5 workflows and technical project management in Unreal Engine 5.
- **La Salle URL / Escape studios**
Regional coordinator for Summer of Unreal events with Escape Studios across Spain, helping students with technical questions related to Unreal Engine 5.
- **La Salle URL**
Annual Unreal Engine 5 courses at La Salle URL, where students are taught workflows and the general pipeline from Maya to Unreal Engine to be used in their Shorts, Films and/or Video Games
- **Packt**
Technical reviewer of all the chapters of the book "Unreal Engine 5 for Beginners".

TECHNICAL ARTIST / DEVELOPER

2022 - 2025

FREELANCER · SLUMBER PARTY GAMES

- **Prime Video**
In charge of the team coordination and direction of 4 shipped licensed web games (The Boys, Invincible, Fleabag, The Boarding School), handling the game design, game development (HTML5 and Javascript) and 2D design
- **Fundació Pere Tarres**
Directed a team to create a 3D training simulation in Unity, being also in charge of the game design, development, lighting and optimization of the scenes and integration in the Moodle platform.

UNIVERSITY PROFESSOR AND MENTOR

2021 - Present

PART-TIME · LA SALLE URL

- Lectured 100+ artists and game developers per year across 6 subjects: UE5, Game Design, Project Management, Showreel Production, Audiovisual Projects and Level Design. Built curriculum and documentation for all courses from scratch.

PRODUCTION COORDINATOR

2019 - 2021

FULL-TIME · B-WATER STUDIOS

- Coordinated multi-team animation productions (Series and movies) as primary point of contact between clients and internal teams. Managed workflow alignment across departments, supporting planning, communication and delivery.

