



Lidia Martínez Prado

Game Developer, Technical Artist, Technical Director

Personal Data: Residence in Madrid, Spain. Born in 1984

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Summary

I'm a technical profile with a good artistic eye and a lot of interest in the visual media industry (vfx, animation and games). My preferred job is to work as a bridge between both worlds and also having the opportunity to work on more technical matters as well.

Education

2002 – 2004	Bachelor of Engineering on Mathematics	Universidad Complutense de Madrid	First two years passed but I wanted more Computer related subjects, so I left.
2004 - 2011	Bachelor of Engineering (B.E) on Computer Science (5 years)	Universidad Complutense de Madrid	- Honors in Software Engineering - Final subjects choice: Robotics, Computer Graphics
2011 - 2013	Major in Computer Graphics, Games and Virtual Reality (2 years)	Universidad Rey Juan Carlos	- Advanced maths and physics - Rendering & real-time graphics - Cuda, shaders, GPU hardware - Paper "Vision-Realistic Rendering" on Camera Lenses and GPU image post processing
2014 - 2015	Major in Character Animation (160 hr)	CICE (Madrid)	To improve animation department knowledge

Languages

Spanish Native
English C2 Fluent. Lived and worked abroad for 2 years
Japanese B1 (Upper Intermediate). Nôken 4 and Kanken 9. Managed a big Japanese Exchange group in Madrid.
Arabic 8 years of language learning and cultural involvement.








Main Skills

Programming	Game / 3D / VFX Development	Video & Image
<ul style="list-style-type: none"> - C# (2016~) - Python (2012~) - C++ (2004~) - UI Dev: Qt, PySide (2011~) - Fluent in Version Control (git, svn) - Interested in Software Eng. / Design - CG/HLSL, some OpenGL - Linux development - Also worked with Maxscript, Java, Javascript, PHP, Databases (2002~) 	<ul style="list-style-type: none"> - Unity expert. Jobs, Burst, profiling, procedural, custom UI. (2018~) - Computer graphics (algorithms, etc) - Mathematics, linear algebra - Used to technical papers - Maya developer & teacher (2013~) - Unreal Engine experience (2016-2019) - VFX/Anim Production pipeline (2012~) - Generalist with all sorts of 3D and VFX software (2004~) 	<ul style="list-style-type: none"> - Cinematography - Video Cameras & Photography - Filmmaking - Expert Video Editor - Expert Photoshop user - Illustration and Concept Artist - UX / UI Design experience

Related Courses

2004 – Maya Generalist (~20h at Universidad Complutense de Madrid)
2006 – 2D Classical Animation Intensive (2 months, full time at Vancouver Arts (VanArts))
2007 – C++ Game Programming Intensive (~200h at Universidad Complutense de Madrid)
2011 – Professional TV and Video Production Intensive Course (1 month, full time at CEV Madrid)
2012 – Python for Maya (~20h at CGSociety with Shaun Friedberg from Weta Digital)
2014 – Advanced Photography workshops (Nature photo, Lighting with Flash)
2014~6 – 3x Digital Painting courses (1 month each with, Bobby Chiu, Andrew Hou and Tim McBurnie at Schoolism and CGWorkshop)
2015 – Lighting and Look-dev in VFX workshop (16 h) with Xuan Prada from Double Negative
2015 – Animation Production Masterclass (5h) with Belli Ramirez, former senior production coord @ Animal Logic
2016 – Workshop for Emerging Filmmakers (4h) with Christian Rivers (Weta Digital veteran) about actors, filmmaking techniques in general.

Development Experience

2022 1 year		Unity Developer, Technical Artist Procedural environments, underwater fauna simulation, shaders, optimization and general work on the engine for Sirocco (MOBA) (C#, Unity, Burst & Job System, linear algebra, profiling and optimization, shaders)
Since 2020	Freelance	Unity Developer, Technical Artist Assets for Unity Store: WaveMaker (real-time heightmap fluid simulator) and Scatter Tool (Tool for dropping objects with physics in the scene) (C#, Unity, Burst & Job System, linear algebra, physics, profiling and optimization, algorithms, shader writing)
2016 4 years		Co-Founder, Technical Artist, Game Engine Developer, Technical Director Assets for Unity Store, Unreal, Maya and educational content and consultancy. http://www.virtualmethodstudio.com (Unreal Engine, Unity, C++, Shaders (node/code), PySide/Python in Maya, JavaScript)
2018 3 years		R&D, Technical Artist, Unity Developer MaqSim, SimesCar, LogSim. Simulation videogames for vehicle and excavator training machines. Procedural generation, Real-time earthmoving simulation for VR (Unity, shaders, engine and VR optimization, Physics Engines, UDP networking, linux integration, 3D asset pipeline improvement and material creation)
Sept. 2016 2 months		R&D, Technical Director Pocoyo season 4. Team support, automation tools & design of the new pipeline. (Python, automatizations of Maya via bash scripting)
August 2015 1 year		Animation Technical Director Direct support for animation department of 150+ people fixing problems in scenes, developing and improving in-house tools and doing training. (Plugins for Maya, C++, Python, PySide, PyQt, UI design, Git, Scrum, a lot of in-house tools) The Jungle Book, Spielberg's Big Friendly Giant (BFG), Alvin and the Chipmunks: Road Chip, Pete's Dragon and Netflix's Spectral. Batman VS Superman: Dawn of Justice, CIA Central Intelligence, Independence Day: Resurgence, War of the Planet of the Apes, Valerian and the City of a Thousand Planets
Jan. 2015 5 months		Technical Director, Pipeline Developer, Artist Support For Paramount's "Capture the Flag". (MaxScript, Python for Maya, Qt Production tools, Pipeline R&D)
Sept. 2012 2 years		R&D Developer. UI Programmer & Designer (Creators of Technical Oscar winner Real Flow, Maxwell Render & XFlow) (C++, Qt, Research, UI Framework, Maxwell Render, UX usability)

Teaching Jobs / Online Courses Created

- **Vector Algebra for Developers** (2h. 2023) (<https://www.lidia-martinez.com/matesvectores/>)
- **Introduction to Unity3D development** (12h. 2020) (www.planetacg.com)
- **Maya Efficiency and Scene Optimization** (8h. 2018) (www.planetacg.com)
- Classroom teacher - **Python and Tool Development for Maya** (2016~18) (U-Tad. Ilion Animation Studios' University)
- **Programming GUIs for Maya using Qt and PySide** (12h. 2017) (www.planetacg.com)
- **Maya Scene Efficiency workshop** (2016-2017 at Ilion Animation Studios aka Skydance & Fictizia)

Other Experience

- Filmmaker, director, producer on my own shortfilms (La indiferencia 2020, Suplente 2010, Cambio de Look 2010 and more since 2002)
- Cinematographer, photographer, camera crew (Stolen Senses Pilot, Flatmates Episode 3, actor Paul Freeman's interview and more)
- VFX assistance, CG Artist and collaborator on several shortfilms (Almas blancas 2013, La Parada 2015, Abatido 2021, Mine 2016, and more)
- Website developer during studies for several years