JERYC PARAGUA
TECHNICAL/ENVIRONMENT ARTIST

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artstation.com/hostilis

📍 Mandaluyong City, NCR, Philippines

SUMMARY

- Creates 3D environments and necessary Tech Art-related tasks for multiple platforms and devices (PC, Mobile (Android/IOS), VR/AR (Standalone, Desktop/Tethered).
- Good understanding of shader creation and other real-time graphical features/pipelines that aid the overall look and performance of the project.
- Strong knowledge in creating both PBR and NPR 3D assets and textures using up-to-date software and workflows.
- Keen problem solver who is able to find solutions and workarounds to overcome technical limitations.
- Open-minded and curious in learning new things especially new and experimental workflows and technologies.
- Independent and capable of self-managing schedule and time.
- Very passionate about video games not only as a form of entertainment but also its future as a medium.

EDUCATION

Bachelor of Science in Multimedia Arts and Sciences

2008 - 2011
Mapua University

SOFTWARE

- Main DCC : Blender
- Texturing : Substance Suite | Krita
- Photogrammetry : Reality Capture
- VCS : Sourcetree, PlasticSCM
- IDE : VS Code

GAME ENGINE

- Unity
- Unreal Engine

SCRIPTING

- CgFX/HLSL (Unity Shaders)
- Python (BPY)

SHIPPED GAMES/APP

- VR Fire Trainer [Quest 1-2]
- Calm Place VR [Go/Quest 1]
- Happy Place VR [Gear VR Gen 1]
- Bleach Brave Souls [Mobile JP/Int]
- Puzzle Wonderland [Mobile JP]
- Kalmar XP [Android/IOS AR]

WORK EXPERIENCE

Freelance Technical/Environment Artist
Litedev | Standalone VR | 2022 - Present
VR Metaverse Projects - Quest 2

- Environment Creation and Level Design
- Shader Development
- Profiling and Optimization

Technical Director
Vobling Asia | Desktop/Mobile VR/AR | 2016 - 2021
B2B VR/AR Projects

- Shader development
- Hardware, Tech Support/Evaluation and RnD
- Environment Creation
- Profiling and Optimization
- Leadership and Mentoring

Technical Artist - Technical Director
Klab Cyscorpions | Mobile | 2014 - 2016
Japanese Mobile Gatcha Games

- Pipeline and Animation tools development
- Shaders development
- Real-time FX creation
- Leadership and Mentoring

Freelance Environment Artist
PC, Mobile | 2011 - 2015

- 3D Environment Assets for various games, simulations, demos