

Jaime Silva

UE4 Programmer / CG Artist

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OBJECTIVE

I have a strong interest in getting into game development and learning how to integrate those skills into a professional Game Pipeline.

QUALITIES

Work well with others to develop and execute artistic ideas / Proficient / Quick Learner / Problem Solver / Positive Attitude

EXPERIENCE

"Origin of Storms" by Jaime Silva --- Director / Character Modeler / UVs / UE4 TD / Sound Design / VFX
Responsible for Directing, Modeling, Texturing, Compiling all assets into Unreal Engine 4, Programming blueprints/tools in Unreal Engine 4, Sound Design and Visual Effects for the entire short film.
September 2016 - April 2017

Nice Shoes --- Internship / Previs / UE4 Blueprint Programming

"Flexon VR" - Responsible for Importing Assets, Previs, Layout, Compiling 3D video for use in VR, Programming of the Gaze Controls and Environmental Interactions for app store released project.
June 2017 - August 2017

Cortes Studio --- Game Designer

Responsible for Programming all aspects of gameplay in UE4 Blueprints, Material and Shader creation, Consulting team members on proper asset creation for UE4, Importing and Managing assets created.
September 2017 - Current

SKILLS

Intermediate experience with programs:

- **Unreal Engine 4** - Blueprint Programming, Interactive Programming geared for VR experiences, Proper Asset Setup for importing, Asset Management, Lighting, Material Setup, and Sequencer.
- **Maya** - Modeling, Rigging, Retopologizing, Materials and Lighting.
- **Zbrush** - Sculpting and Texturing.
- **Topogun** - Retopologizing High Density Meshes for Animation.
- **Photoshop** - Drawing, Painting, Texturing and Image Manipulation.
- **Substance Designer** - Procedural Texture Generation.
- **Substance Painter** - Hand Painted Texture Generation.

EDUCATION

School of Visual Arts, New York NY

Bachelors of Fine Arts, Computer Animation

Graduated May 2017