

TOBIAS ARRIETA

TECHNICAL ARTIST

2815 E Georgia St, Vancouver, BC
604-348-7661
tobiasdelvalledelviento@gmail.com

Technical artist focused on building real-time visual systems, designer-facing tools, and procedural workflows. I work across art, design, and programming to implement shaders, VFX, gameplay-driven feedback, and modular systems. I enjoy solving production challenges and creating adaptable solutions.

PROFESSIONAL SKILLS

Visual Scripting	Data Visualization	Particle Systems & Shaders
Python, C#, C++ Languages	UX/UI	Physics Simulation

SHIPPED PROJECTS

Tachyon - Multiplayer Vehicle Shooter (UE 5)	Mar 2026 - Present
- Created visual effects for 6 unique abilities, ensuring gameplay clarity and visual impact, using parameterized materials and particle systems to support player customization. - Developed adaptable visual systems for core game actions: movement and combat, prioritizing clear, responsive player feedback and responsiveness. - Designed the core gameplay experience, building mechanics and dynamics that establish a distinct game feel and identity compared with existing arcade racing games. - Authored and maintained the Game Design Document, establishing a clear, unified vision that served as the primary coordination tool for the art and programming teams.	
Jovian Nightmare - Space Grappling Hook Fighting (Unity)	Nov 2025 - Feb 2026
- Developed an adjustable "Killzone" boundary system using a lightweight radial projection and configurable VFX that ensures high player readability and intuitive spatial awareness. - Created dynamic screen shaders and post-processing volumes driven by player data, alongside cinematic destruction sequences integrated with custom physics. - Built a modular Asteroid Manager tool with fully adjustable spawning controls and collision-driven fragmentation, empowering level designers to iterate directly.	
Realm Sandbox - Procedural Medieval World Generator (Unity)	Aug 2024 - Dec 2024
- Engineered a 2D pixel art procedural terrain generation system inspired by decision trees, effectively balancing the main algorithm with runtime performance constraints. - Architected an emblem and flag generation system utilizing shifting sprites and materials to represent unique, interconnected procedural cultures. - Built a city minimap generator using Perlin noise and Voronoi diagrams.	
Medellin Spectral Tour - AR Gamified Experience (Unity)	Jul 2024 - Nov 2024
- Directed the end-to-end development of culturally authentic avatars, applying contextual design principles and historical research to drive the AI-powered animation workflow. - Successfully integrated Augmented Reality and real-time geolocation SDKs, resolving dependency conflicts to deliver a stable, award-winning mobile experience.	

TOOLS

Atlassian: Confluence & Jira
Unreal Engine 5, Unity Engine
Blender & Autodesk Maya
p5.js & Cables.gl generative art tools
Miro Boards & Figma Prototyping
Microsoft Visual Studio & Excel
Google Colab, Firebase

INTERESTS

RTS & Grand Strategy Games
Sports & Martial Arts Games
History, Cartography
Mead Fermenting
Aviation
Meditation
Soccer

EDUCATION

Diploma in Programming for Games, Web & Mobile

Aug 2025 - Aug 2026

Vancouver Film School, Canada

- Intensive 12-month program with 1,030+ hours of lectures, labs, seminars, and hands-on production work, culminating in the release of two shipped games in collaboration with cross-functional teams.

Bachelor of Digital Entertainment Design Engineering

Jan 2021 - Jun 2025

Universidad Pontificia Bolivariana, Colombia

- Executed 7+ semester-long collaborative workshops, delivering end-to-end interactive products for public exhibitions.

ADDITIONAL INFORMATION

Side projects:

- **55K Views YT Video:** Medellin Timelapse Animation, Urbanistic Expansion - 2025.
- **3 Custom Maps for *War.App*:** Used in 125 hosted online matches.

Awards:

- Best Interactive Experience - DEX Showcase (2024)
- Highest GPA Scholarship - Universidad Pontificia Bolivariana (2024)

Languages: English, Spanish