

Edward Mena

Technical Artist / VFX Developer

dgadex.github.io

LinkedIn

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Video Game Design graduate attempting to specialize in Technical Art and VFX. Experience in bridging the gap between engineering and art using Unity, C#, and CFD tools. Proven track record in optimizing assets, implementing AR (Niantic Lightship), and developing tools for pipelines.

TECHNICAL PROFICIENCY

Engines & Code

Unity 3D

Unreal Engine

C#

Python

C++

3D Art & Simulation

Niagara (Unreal)

VFX Graph

Star-CCM+ (CFD)

Blender

3ds Max

Shader Graph

SolidWorks

Development Tools

ARDK / Lightship

Git / GitHub

Tool Dev

Optimization

VS Code

PROFESSIONAL EXPERIENCE

VFX Artist

2025 - Current

Back to Bits (Indie Studio)

- Designing and implementing real-time visual effects using VFX Graph (Unity).
- Collaborating with the design team to create impactful gameplay feedback and stylized environmental atmosphere.
- Optimizing particle systems for performance.

Augmented Reality Developer

02/2025 - 04/2025

Institute of New Technologies

- Engineered immersive AR features utilizing Niantic Lightship & ARDK within Unity.
- Programmed core gameplay systems and responsive UI architecture in C#.
- Optimized mobile performance ensuring stable frame rates.

Simulation & Aerodynamics Engineer

10/2023 - 01/2026

UJI Motorsport (Formula Student Team)

- Responsible for the CFD simulation pipeline using Star-CCM+ to optimize vehicle aerodynamics.
- Modeled complex aerodynamic surfaces in SolidWorks and CAD tools.
- Manufactured composite materials (Carbon Fiber).

AR Researcher (Estudia i Investiga)

01/2024 - Current

Universitat Jaume I

- Investigating next-gen AR technologies and developing custom tools for Unity workflows.

EDUCATION

B.S. Video Game Design & Development

Universitat Jaume I

EQF Level 6 | 2021 - 2026 (Expected June)

LANGUAGES

Spanish

Native

English

C1 Pro

Catalan

C1 Pro