

FACUNDO VILLARREAL

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Portfolio: artstation.com/facu041294 | Code: github.com/facu041294

PROFESSIONAL SUMMARY

Technical Artist and Software Developer bridging the gap between creative vision and engineering. I combine a strong spatial design background (Architecture) with Python/C# tool development to diagnose bottlenecks, automate production pipelines, and design scalable workflows in Unreal Engine and Unity.

CORE COMPETENCIES & TECH STACK

- **Pipeline & Tools:** Python, C#, C++, Git Version Control, REST APIs, Docker.
- **Engine & Software:** Unreal Engine 5 (Blueprints, Sequencer, PCG, Material Editor), Unity, Autodesk Maya, Blender.
- **Solutions I Bring:** Technical Troubleshooting, Asset Pipeline Automation, Performance Profiling, Workflow Scalability, Custom Editor Tools.

PROFESSIONAL EXPERIENCE

Technical Artist & Pipeline Developer (Independent) Nov 2025 - Present

- **Tool Development:** Developed custom pipeline solutions using **MEL**, including a LookDev Studio for Maya. These tools automated repetitive tasks, achieving a **500% improvement** in workflow efficiency by reducing manual asset processing time from **15 minutes to just seconds** per asset (an approximately **80% reduction**) while enforcing strict project naming conventions.
- **Performance Optimization:** Diagnosed hardware bottlenecks for the project "Mano a Mano". Optimized dynamic lighting settings and implemented custom **.bat** execution scripts, reducing hardware load by **10%** and improving base framerate.
- **Cinematics Pipeline:** Developed scalable rendering workflows for the cinematics "UNINVITED" and "ETERNAL PENANCE". Leveraged Data Layers and Sequencer automation with MetaHumans, decreasing iteration time by **20%** per sequence and establishing a modular architecture for seamless pipeline scalability.
- **Level Design & UX:** Applied spatial logic and rigorous architectural principles to correct composition, resolving navigation and user experience issues in 3D environments.

Head of R&D & Systems Architecture | CALLEIDOCOM Remote | Jul 2025 - Present

- **Systems Architecture:** Designed the technical architecture and scalable software lifecycles using **Python**, aligning engineering solutions with long-term project strategies.
- **Workflow Automation:** Led the R&D phase for autonomous CX agents utilizing **Python** and **LangChain**. Prototyped solutions to replace legacy systems, achieving a **40%** improvement in data retrieval efficiency during benchmark testing.

L2 IT Support Specialist & Acting Supervisor | TELEPERFORMANCE Oct 2019 - Aug 2023

- **Technical Troubleshooting:** Diagnosed and resolved complex technical issues through direct user support. Maintained top-tier customer satisfaction (**NPS**) and achieved an **90%** issue resolution rate within a strict 72-hour SLA.
- **Process Standardization:** Authored comprehensive technical documentation to standardize troubleshooting workflows across the department, empowering the team to resolve technical blockers more efficiently.

EDUCATION & CERTIFICATIONS

- **Professional Specialization: Technical Artist** | Max Sarlija Academy (Currently Enrolled - Expected Sept 2026)
- **Unity Essentials Certification** | Unity Technologies (Apr 2026)
- **Filmmaker Program** | Max Sarlija Academy (Jan 2026)
- **Tech. Degree in Software Development** | IFTS N°29 (Dec 2025)
- **Master Enviro & Technical Art** | Max Sarlija Academy (2024)
- **Architecture (4 Years Completed)** | Univ. Nacional de Tucumán (2013-2019)

LANGUAGES: Spanish (Native) | English (Upper-Intermediate / B2)