JOSÉ PABLO PEÑALOZA COBOS

I am a Jr. Tech Artist and student. I am creative person, and passionate about making games. I always look for new and innovative ways to improve my skills, and I am always willing to learn new things.

💼 SINDRI STUDIOS | ENTREPRENEURSHIP
JUN. 2020 - PRESENT

- Co-founder of Sindri Studios (game asset studio)
- Developed Unity assets published in the Unity Asset Store.
  - Music Lab
  - Music Beat
  - InfiniTile

💼 MOST TRANSMEDIA | GAME DEVELOPER
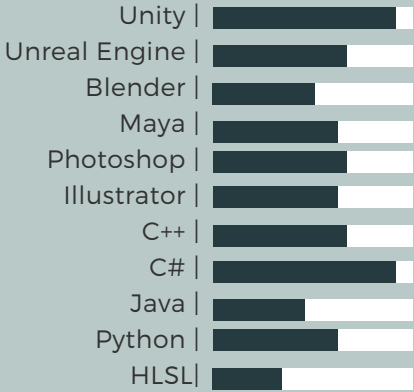### JUN. 2023 - PRESENT

- C# minigame development
- VFX design with shuriken

💼 ONE SIMPLE GAME | TECH ART INTERNSHIP

JUN. 2023 - SEPT. 2023

- Shader coding with HLSL & Shader Graph
- Mechanics development
- VFX design with Shuriken & VFX Graph

🎓 ENGINEERING IN ANIMATION AND VIDEO GAMES
UNIVERSIDAD PANAMERICANA | AUG. 2018 - PRESENT
- Graduation date 2024

🎓 ENGINEERING IN TECHNOLOGIES OF INFORMATION AND INTELLIGENT SYSTEMS
UNIVERSIDAD PANAMERICANA | AUG. 2018 - PRESENT
- Graduation date 2024

🎓 INTERNATIONAL EXCHANGE
U-TAD | SEPT. 2021 - JAN. 2022
- B.A. in Interactive Product Design

HARD SKILLS

- Unity
- Unreal Engine
- Blender
- Maya
- Photoshop
- Illustrator
- C++
- C#
- Java
- Python
- HLSL

SOFT SKILLS

Autodidact
Curious
Critical thinking
Creative
Responsible
Passionate
Problem solving
Open to critics

CONTACT

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SPANISH
- Native speaker

ENGLISH
- TOEFL Test | 627 pt

JAPANESE
- JPLT N5

PORTFOLIO

REEL