Santiago Valencia

Software Developer · Technical Artist · 3D Artist

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Profile

Systems technologist with 13 years of development experience, mainly with C# and .NET, and 6 years of professional experience in 3D. I work on applications, production tools and visual assets. As a Technical Artist, I've developed Python add-ons for Blender, automated tasks and optimized models for rendering, the web, games and VR.

Experience

Freelance · Software development, 3D and illustration 2019 — Present
Independent

3D Artist · Technical Artist · Team Leader 2021 — 2026
Makata Studio

Software Developer 2016 — 2021
IAS Software

Software Developer 2013 — 2016
SOFINTE SAS

Types of projects

Development: full-stack enterprise applications with .NET; interfaces with Angular and JavaScript; mobile development; freelance software development and support.

Technical Artist: Python add-ons for Blender, automation scripts, code adjustments and 3D integration in iOS at Makata Studio; model optimization for rendering, the web, games and VR.

3D, design and illustration: visual production for brands and Makata Studio's own products; independent commissions for bands and brands.

Technical skills

Software development

C# · .NET · ASP.NET · SQL Server · DevExpress · Angular · JavaScript · APIs · AI / LLM Integration

Technical Artist

Python · Scripting · Blender add-ons · Task automation · 3D integration in applications · Model optimization for rendering, the web, games and VR

3D, design and illustration

Modeling · Sculpting · Retopology · UVs · Texturing · Materials · Lighting and rendering

Blender · ZBrush · Substance Painter · Marvelous Designer · Photoshop · Illustrator · After Effects · Procreate

Interpersonal skills

Communication · Leadership · Teamwork · Fast learning · Analytical thinking · Visual judgment

Languages

Spanish · Native / English · B1

Education

Systems Technology degree · Institución Universitaria ITM · 2008–2013