

Resume

Look Development Artist | Associate Producer



Skills

Look Development
PBR Texturing, Procedural texturing
Substance 3D Painter
MaterialX Lama
Pixar's Renderman
Cycles Renderer
Eevee Renderer
Rendering
Blender
Fractals, Fractal Art
Film Production Pipeline
Python
Shader Languages: GLSL, WebGL
Programming: C++, C#
Unreal Engine 4, Unity 3D
Version Control: Git, SVN

Portfolio: <https://angelologahd.com/>
IMDb: [imdb.me/AngeloLogahd](https://www.imdb.me/AngeloLogahd)
LinkedIn: <https://www.linkedin.com/in/angelologahd>
E-mail: angelo.logahd@hotmail.com

Film Credits

Associate Producer

Company: The Flower 2d Film

Film: The Flower (upcoming)

Developed by: The Flower 2d Film & Walking Octopus Studio

Former developed by **Walt Disney Feature Animation Studio in Orlando, FL.**

Experiences

2020 - Current

Konsultkedjan

Consultant

2020 - Current

Sony

Interactive Content Developer

* I have made XRay, Dissolve, Hologram, Disintegration and animated material effects in Unreal Engine 4.

* Implemented technical advanced ray marching shader effects in WebGL and HLSL.

* Implemented support for multiple shader languages in Unity.

* Developed content for VR, Mixed Reality and Extended Reality.

* Implement technical advanced functionality to Sony products.

2019 - 2020

Star Vault

Game Programmer

2018 - 2018

Zordix

Game Programmer

2017 - 2018

Mindark

Intern C++ Software Developer

Educations

2015 - 2018

The Game Assembly

Advanced Diploma in Higher Vocational Education in Game Programming

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