

Juan Diego Duarte

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Colombia



PROFESSIONAL PROFILE

Software Engineer and Technical Artist with 7+ years shipping games, immersive VR, and real-time applications in Unity 3D. I work across the full art-to-engine path — modeling, sculpting, UVs, topology, texturing, and animation — and the engineering side of it: C#, URP and Shader Graph, editor tooling, and profiling. My focus is the work that decides quality and performance in production: optimization, resource management, clean topology, and asset organization a team can actually maintain. I stay current with AI-assisted development — Cursor, Claude, and similar agent tools — using them to improve iteration speed while following a fast-moving field without sacrificing production quality.

HIGHLIGHTS

- Shipped games, VR experiences, and mobile applications to the App Store and Google Play, including VR builds optimized to maintain solid frame-rate standards on target hardware.
- Deep C# and rendering work: URP and Shader Graph, custom HLSL materials, light baking and LOD workflows, and GPU/CPU profiling.
- Led end-to-end technical art pipelines — asset export standards, Unity editor automation, and mentoring artists — translating creative direction into repeatable production systems.
- Familiar with AI-assisted and remote production workflows — Git-based versioning, agent tools such as Cursor and Claude, and team coordination through platforms like Slack and HacknPlan.

TECHNICAL SKILLS

Unity 3D, C#, URP, Shader Graph, 3ds Max, Blender, Unreal Engine (working knowledge), Substance, TextMesh Pro, Firebase, Git, Cursor, Claude, Slack, HacknPlan, AI-Assisted Development, App Store / Google Play Deployment, Light Baking, Figma Integration, Animation Systems, Physics Systems, Mobile Optimization, VR Development, Performance Profiling, English (Professional), Spanish (Native).

PROFESSIONAL EXPERIENCE

Fryos Studios

REMOTE

Lead Technical Artist & Unity Developer

OCTOBER 2025 - PRESENT

Independent studio developing Unity-based games, VR experiences, and technical art solutions.

- Lead shader & rendering R&D with Unity URP, Shader Graph, and C# to improve visuals and performance.
- Standardize Blender / 3ds Max asset exports for seamless Unity integration.
- Build editor automation tools in Unity to speed asset validation.
- Implement Unity URP updates and pipeline automation tools to accelerate production cycles.
- Ensure alignment between artistic intent and technical execution across studio projects.
- Mentor the team on profiling, Git, and performance best practices.

PLANET 316

REMOTE

Lead Technical Artist (Fixed Contract)

JUNE 2025 - OCTOBER 2025

Interactive media company developing cross-platform digital applications.

- Built TextMesh Pro highlighting synced with audio playback in C#.
- Extended Firebase for subscription and user-content data.

- Designed responsive Unity Canvas UI for content and audio modules.
- Managed testing and deployment to App Store / Google Play.
- Upgraded project to Unity 6.x for improved stability and performance.

FOUR STORY CREATIVE

REMOTE

Senior Technical Artist (Virtual Reality) / Unity VR Developer

OCTOBER 2024 - MAY 2025

Creative studio producing immersive VR environments for commercial training and visualization.

- Modeled and optimized VR assets in Blender with clean UVs and materials.
- Applied Bakery and LOD workflows for optimized light baking.
- Scripted rope physics and interactive dynamics in C#.
- Profiled GPU/CPU to maintain 90 FPS on VR devices.
- Delivered photoreal Unity scenes matching real-world locations.

CONFIDENTIAL CLIENT

REMOTE

Senior Unity Developer / Technical Artist

JANUARY 2024 - SEPTEMBER 2024

Delivered a custom Unity-based mobile application from concept to release.

- Built mobile UI from Figma using SpriteAtlas and Canvas Scaler.
- Programmed SQLite store and data systems in C#.
- Reduced memory 30% with optimized animation playback.
- Integrated encryption and authentication APIs for user security.
- Delivered optimized builds for iOS and Android.

LIFE IS THE GAME

COLOMBIA

Lead Technical Artist / Unity Developer

JUNE 2021 - DECEMBER 2023

Studio producing Manikins: Relics and Tactics, a Unity-based strategy game.

- Created custom HLSL / Shader Graph materials for magical and environmental effects.
- Built modular character systems and scalable armor customization in C#.
- Directed artists using 3ds Max and Substance Painter for optimized assets.
- Constructed modular terrains via Unity Terrain API to increase asset reuse.
- Integrated VFX, audio, and animations through Animator and Timeline.

EDUCATION

Universidad Autónoma de Bucaramanga (UNAB)

BUCARAMANGA, COLOMBIA

B.Sc. in Systems Engineering (Computer Software Engineering focus)

JAN 2015 - OCT 2020