



CHRISTIAN FELIPE REYES

TECHNICAL ARTIST
TECHNICAL DIRECTOR

CONTACT

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SKILLS

ENGINES

Unreal Engine 5 · Unity 6 · virtual production · VR (Oculus/Quest) · Unity WebGL

3D & RENDERING

3ds Max · V-Ray · Maya · Blender · ZBrush · Substance · Nuke · Revit · SOLIDWORKS

PROGRAMMING

C++ · C# · Python · TypeScript · Blueprints · ExtendScript

WEB

Next.js 14 · React · Node.js · Supabase · Vercel

AI & AGENTS

Model Context Protocol · own MCP servers · LLM in art and CAD pipelines

PROCESS

Git and Git Flow · technical documentation · scoping and quoting · team leadership

EDUCATION

Video Game Production

AAG Bogotá · 2016–2018

Industrial Design

University of Buenos Aires · 2009–2014

Industrial Design, 6 sem.

Javeriana · 2006–2009

Systems Engineering, 5 sem.

Javeriana · 2003–2006

I build **the bridge between art and code**: the tools, plugins and integrations that let art, CAD and engineering teams move faster.

Cross-disciplinary background: studies in Systems Engineering, Industrial Design and Video Game Production. Engineering gave me the coding foundation; industrial design, judgement about form and manufacture; games, real time.

Twelve years leading technical art across games, virtual reality and architectural visualisation, and building MCP servers that connect AI agents to professional software.

01 EXPERIENCE

3D Artist · modelling, rigging and animation

2023 – 2024

Quiantic · video-game advertising

- Modelling, rigs, animation and scene assembly in Unreal Engine for advertising creatives.
- Six commissions with a full pipeline: storyboard, 3D, compositing, After Effects and final delivery.

Unreal Engine Maya Rigging Animation After Effects

CTO / Technical Director

JUN – JUL 2026

La Fila · game in production

- Technical direction of a Unity 6.5 title with live deploys, PWA integration and client-facing telemetry.
- Identified a character physics defect – jump arc and elevation were summing, lifting the player ~3.7 m – which the team then implemented.
- Specified gameplay behaviour: configurable multiplier and lane lock during slide, with 16/16 test coverage.

Unity 6.5 GCP GameLift Firebase PWA

Unreal Engine development lead

NOV 2023 – DEC 2024

Meblock

- Led Unreal Engine development, with EXR-rendered sequences and video master delivery.

Unreal Engine Movie Render Queue EXR

Technical Artist

NOV 2023 – DEC 2025

NASABLUE

- Virtual production in Unreal Engine: equipment and green-screen setup for shooting.
- Clip creation, and direction of filming and crew on set.

Unreal Engine Virtual production Green screen

Full-stack web development

MAR – AUG 2026

Production projects

- **CB Hali** – corporate site in Next.js 14 and TypeScript: 7 pages, ES/EN internationalisation and a custom site search. 66 commits, sole author.
- **Web Marítima** – technical vessel catalogue with spec sheets generated from PDF datasheets. 52 commits, sole author.
- Delivery infrastructure: transactional email with Resend and full domain verification – DKIM, SPF, DMARC and MX – plus DNS zone troubleshooting.

Next.js 14 TypeScript Supabase Vercel Resend

Technical Artist

NOV 2024 – MAY 2025

Celeste y Piedra

- Process optimisation for architectural projects.

- Renders, virtual walkthroughs and VR headset visualisation.

Technical Artist

AUG 2022 – SEP 2023

Presencias · Origen XR Project

- Custom pipeline plugins, scripts and systems; in-house tools for artist workflows.
- Extended game engines and art software through scripting. VR on Oculus, shaders and FX.

Technical Artist & Art Lead

AUG 2014 – PRESENT

G.A.D.S.

- Led the art team across games, architectural walkthroughs and furniture projects.
- Creative proposals to clients, scoping and quoting. Programming in C++, C# and Blueprints.

Freelance · interactive and 3D development

NOV 2012 – PRESENT

- VR training simulators, virtual walkthroughs and browser-based 3D viewers (Unity WebGL).
- 3D character and furniture modelling; C# and C++ programming.
- Training: designed and delivered an applied-AI workshop for a nine-person marketing team.

02 PERSONAL TOOLING

solidworks-mcp

PYTHON · COM · SOLIDWORKS 2026

MCP server that builds and modifies parametric solid models: sketching, dimensioning and features, with unit conversion at each tool boundary.

unreal-mcp

PYTHON · REMOTE EXECUTION · UE 5.6

Drives a running Unreal editor through Epic's remote execution protocol. Locates the client inside the engine at runtime and survives version changes.

illustrator-mcp

TYPESCRIPT · EXTENDSCRIPT · 2026

Drives Illustrator over COM by running ExtendScript through PowerShell, with no native addon or build tools.