



Gonzalo Frias

Game Developer - Tech Artist - Environment Artist

Contact Details



gonzalofsalta@gmail.com



+5493876149775



Salta, Argentina

Education

Universidad Nacional de Salta
Technician in programming
Year 2015

Skills

Unity

- C# advanced
- URP and HDRP
- Shader Graph
- VFX Graph
- Lighting advanced
- Optimization (mobile, VR)
- Level design

Unreal

- Blueprints
- Lighting
- Level design

Godot

- GDscript
- Lighting advanced
- Level design

Blender

- 3D modeling, retopology and UV
- Rigging and animation
- Rendering

Substance Painter

- 3D painting, texturing

Substance Designer

- Custom textures and materials

Language

- Spanish native
- B2 level of English (reading and writing)
- Basic English speaking communication

Summary

Experienced game developer with 10+ years developing videogames. Skilled in C# and software design. Proficient in Unity, Godot and Blender.

Work Experience

Game Developer and Creative Director – ALWASoft

January 2018 – July 2020

- Developed and created the demo Other Worlds, a hack-and-slash game with multiplayer functionality. Aimed to represent indigenous Latin American communities with a stylized aesthetic.

Game Developer, Technical Artist, and Team Leader – Siltium

July 2020 – December 2024

- Steam Game: Waking Up: Way Back Home
 - Developed the game, including programming, world modeling, and art implementation.
 - VR Experience for Waking Up
 - Optimized for Meta Quest 2 devices.
 - Programmed VR mechanics and implemented controls.
 - Created shaders and optimized visuals for virtual reality.
 - Mobile Game: Metegolers
 - Programmed and implemented art for the mobile game.
 - Modeled environments and optimized performance for mobile platforms.
 - Event Games
 - Programmed a 2D platformer game.
 - Implemented 2D art assets and designed two complete visual styles for the project.
 - Created and implemented seven levels.
 - Steam Game: Soup N' Shots
 - Programmed a survival horror FPS.
 - Designed and implemented 3D and 2D art assets.
 - Conducted research on AI tools to integrate assets and improve development efficiency.