

# OMAR RINAZ COSTA

Technical artist / VFX /  
Game Designer

## CONTACT



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Sabadell, Barcelona, Spain

## SKILL

- Vfx
- Unity
- Texturizing
- Shaders
- Animation
- 3D Software
- Photoshop
- After effects
- Godot
- Game Design

## INTERESTS

- DnD
- Water Sports
- 3D printing
- Miniature painting
- Mmorpg

## LINKS

- [Website](#)
- [Linkedin](#)

## PROFILE

Enthusiastic and an active team player, passionate and diligent with my work.

I have experience creating and adjusting art pipelines productions, I'm well versed with all the tools and process to produce 3D, 2D, animations, shaders and coding tools to create assets

In my last position as technical artist / animator, i managed the creation and integration of characters, vfx and gameplay animations

## EXPERIENCE

### ○ Technical Artists/Animator

#### EpicTellers 2023 to Present

My main focus task was rigging, skinning and animating all the characters for the game, but i also worked on 3D asset production, VFX, shaders and asset integration for a crpg.

- Godot, PC

### ○ Game Designer

#### Comadaran Studios 2022-2023

Mostly worked on the Medabots, IOS and Android game, creating a system to balance the gameplay and create new gameplay systems where my main tasks, but also designed the monetization for the game and the economy flow. Also worked as Tech Art

- Unity3D, Mobile

### ○ Technical Artist/Designer

#### Zitro 2021-2022

Worked on the game Spice Slots for Android and IOS ,helping the art production and optimizing the performance of the game in general. I also got to work on the mainline of products in R+D with godot, doing the same but for a dedicated hardware.

- Unity3D/Godot, Mobile/PC