



David Ruiz Luengo

Junior Technical Artist



Graduate in Video Game Design and Development. Specialized in procedural tools, graphics development, VFX, and 3D characters. Passionate about creating artistic and technological solutions that provide players with a unique experience.

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📍 Murcia, Spain. *[Willing to relocate]*

🎮 Sports - Board Games - Films - Books - Nature

Toolkit

Softwares



Programming Languages



Language

- 🇪🇸 Spanish - Native
- 🇪🇸 Catalan - Fluent
- 🇬🇧 English - Advanced **B2**
- 🇫🇷 French - Elementary **A2**

Experience



Junior Technical Artist
GATOLI | Barcelona, Spain
2025 - Present

- Contributed to core systems for a new IP in early development.
- Implemented gameplay features and visual effects in Unity 6.
- Built and optimized rendering systems for performance and visual quality.



Intern Technical Artist
3CAT | Barcelona, Spain
2024 - 2025

- Developed VR/AR solutions to boost news engagement among young audiences.
- Collaborated with academic and industry teams under a joint contract.
- Designed and prototyped immersive interactive experiences.

Education & Training

RTVE Institute **rtve**

Advanced Virtual Production with Simulcam and Unreal Engine - Course
2025

Universidad Politécnica de Cataluña | UPC (CITM) 

Bachelor's Degree in Video Game Design and Development
2021 - 2025

DigiPen Europe | Bilbao 

Art and Animation, 2D and 3D - Summer Workshop
2019

Game Jams

8th CITM Game Jam - Spiral | **Best Art Award**



Pirate Software Jam - Salt-Peter and The Philosopher's Stone | **TOP 20 out of 2.500**



7th CITM Game Jam - Thanks, Monster! | **Best Art Award**



6th CITM Game Jam - Mind's Resonance | **Best Game Award**



PORTFOLIO

