

Simon Sanchez

Software Developer | Technical Artist | Tool Programmer

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SKILLS

Languages: Python, C#, C/C++, TypeScript / JavaScript

Tools & Platforms: Unity, Blender API, Git, Github Actions

Frameworks/Libraries: Qt/QML (PySide), Tauri (React + Rust), Three.js/R3F, Zustand

WORK EXPERIENCE

Guardian Glow Limited

Technical Artist/Tool Programmer

Python, Geometry Nodes

Nov 2025 - Present

- Automated Blender rendering via CLI/Python, reducing render times by 14x through multiprocessing.
- Implemented procedural geometry and simulation systems to generate synthetic datasets for algorithm training.
- Developed a collision-point detection system using Blender's BVH API to generate detailed simulation data.

Animated Storyboards

Tool Programmer

Python, Qt/QML, C#/WinForms, MAXScript

Mar 2023 - Jun 2025

- Increased studio productivity by developing 40+ Blender automation tools adopted by over 100 artists.
- Collaborated closely with artists to iterate on tools, documentation, and training materials.
- Implemented a custom auto-rigging system with a Qt-based Rig Picker UI, reducing rig setup time by over 90%.
- Built desktop automation utilities (C#/WinForms) to convert 3ds Max assets to Blender.
- Engineered an IPC-based bridge enabling one-click Alembic transfer between 3ds Max and Blender.

Mutate

Game Developer

Game & Level Design, C++

Apr 2022 - Jan 2023

- Designed and implemented 10+ interactive mini-games using in-house UGC tools.
- Developed user-facing modular gameplay components and mechanics for a custom game engine in C++
- Explored and documented UGC tool limitations, providing actionable feedback that improved developer usability.

PROJECTS

Textract - 2026

Tauri (Rust, React, TypeScript, Github Actions)

Open Source tool for photo-based texture extraction (+256 GitHub stars).

Featuring Rayon multi-threading, CI/CD Releases and automatic in-app updates.

Jeringa Dependency Injector - 2025

Unity (C#)

Custom attribute-based dependency injection framework for Unity projects.

Lucero - 2025

Python

Complete lighting and rendering toolkit for Blender, improving workflow automation for artists.

Batch Color Calibration - 2025

Python, Qt/PySide, OpenCV

Batch color calibration application for RAW Photogrammetry photos, using a color-checker detection library.

EDUCATION

BIOS Institute

Associate Degree Art & Game Design

2016 - 2018