

CONTACT

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LinkedIn

Artstation

Portfolio — Technical Art

Madrid, España

CORE TECH ART

Shaders

VFX & Visual Feedback

Animation Integration (Unity Animator)

Prefab Architecture

Asset Integration & Optimization

UNITY / ENGINEERING

C# Scripting

Editor Tools & Workflow Automation

Sprite Atlases & Texture Optimization

Responsive Layouts & Safe Areas

PRODUCTION / MOBILE

Mobile Performance Optimization

3D / 2D Asset Preparation

AI-Assisted Workflows (ComfyUI, Codex)

TOOLS

Unity · Blender · Maya

Substance · Photoshop

Firebase Analytics · AdMob

EDUCATION

Trazos Academy

2014 – 2016

Master Videogames

Master Audiovisual Production

Master VFX (Nuke)

Master 3D Animation

Master UI/UX (2020)

LANGUAGES

Español — Nativo

Inglés — Avanzado

subrayado = link a demo

RAYCO GONZÁLEZ

UNITY TECHNICAL ARTIST

Gameplay Systems · VFX · Mobile Pipelines

ABOUT ME

Unity Technical Artist with 10 years across mobile casual games, including titles with **50M+ downloads**. I connect art, gameplay and tooling — building shaders, VFX, animation systems and editor automation that let content ship cleanly and consistently across devices. My core strength is **game feel** — the judgment calls that turn a working system into one that feels right.

FEATURED PROJECT

PAWPAL — MOBILE VIRTUAL PET GAME (UNITY)

Sole Technical Artist & Developer · full production pipeline

PawPal combines virtual pet care with interactive minigames and progression systems. I owned the project end-to-end, from gameplay and UI implementation to asset integration, VFX and mobile optimization.

- Built **custom shaders** and **VFX** for character feedback and world reactivity
- Integrated **character animation** into gameplay via Unity Animator
- Designed reusable **prefab architecture** and scalable scene structures
- Built **editor tools** to speed up wardrobe, shop and content-drop workflows
- Optimized assets and scenes for stable performance across *[Android/iOS device range]*
- Modeled 3D content, character assets and UI elements from concept to engine-ready

WORK EXPERIENCE

UNITY TECHNICAL ARTIST

2016 – 2025 · Pocoyo

7 years as Technical Artist across **30+ mobile apps** and a game released on **PlayStation** and **Switch**.

- Pocoyo Party** — Switch & PlayStation
- Talking Pocoyo 2** — Android, iOS
- Pocoyo 123 Space Adventure** — Android, iOS
- Pocoyo Run and Fun** — Android, iOS
- And over **25 more apps...**

*[Placeholder: 1-2 technical metrics — e.g. build size reduction, load time, frame rate improvement, or number of tools shipped for the team]*

TOOLING & PIPELINE

*[Placeholder: automated Maya → FBX → Unity export pipeline — add once built, with a link to a short before/after demo]*

rayco.dev/technical-artist

Also working as Product & UX Designer → see dual profile