

Jorge Daniel Hernandez
jorgefromthefuture@gmail.com

I'm a technical artist and developer specialized in real-time graphical applications (video games, AR/VR, trainers, interactive simulators). In addition to 3D art expertise, I have experience working across a wide array of engines and areas including network programming, hardware programming, plugin and SDK development, team management, computer vision/ML, and of course rigging, Photoshop scripting, shaders, and solving unique pipeline issues and bottlenecks.

Portfolio: portfolio.lfagames.com

Languages: C++, Unity/C#, MEL, Python, PHP/SQL

Specialties:

- 3D production pipelines and real-time application development
- Maya/MEL
- Increasing whole team productivity

Experience:

The Lo-Fi Apocalypse, Inc. - President

2005 - Present (19 years) - Brooklyn, NY

This is my business through which I have published a number of titles and complete contracts. At times, I have had employees as a contract or project requires. The most ambitious project I released was a multiplayer 3D action game published on Steam called OBEY. About half my career has been as an independent developer through this company.

Looking Glass Factory - Lead Software Architect

March 2016 - February 2019 (3 years) - Brooklyn, NY

I wrote software integrating 'holographic' and volumetric displays with Unity and with Maya and created numerous demos to show off the capabilities of the displays. I wrote SDKs allowing the public to use the hardware without requiring specialized knowledge.

Kaos Studios, THQ Inc. - Environment Art Supervisor

October 2005 - June 2008 (2 years 9 months) - New York, NY

I managed the environment art and team, wrote the Maya to Unreal art pipelines for the studio, and managed external art contractors.

Education:

Ringling School of Art and Design

2002 - BFA, Computer Animation

Independent Titles:

- 2015-2020 - OBEY (C# / Win, Mac, Linux) - networked multiplayer 3D action game, sole developer
- 2009-2014 - GunApp (C++ / iOS, Android) - over 6M downloads, main developer
- 2011 - Pixation (C++ / iOS) - the best pixel editor for iOS, sole developer
- 2010 - 4P Air Battle (C++ / iOS) - 4-way multiplayer action on 1 device, sole developer
- 2009 - GunApp 3D (iOS, Android) - created art assets for 3D expansion of GunApp
- 2009 - Guru Melon (C++ / iOS, Win) - proof of multiplatform pipeline tech, sole developer
- 2008 - The Far Wilds (Win) - contributed environment art and effects (Ogre3D engine)
- 2007 - Mitosis (J2ME mobile) - created all art assets

Publisher Titles:

- 2011 - F.E.A.R. 3 (Win, PS3, 360) - completed assets contract via Exis Entertainment
- 2008 - Frontlines: Fuel of War (Win, 360) - environment art lead and tech artist (Unreal3 engine)
- 2006 - Dirty Sanchez (J2ME mobile) - ported art to various devices contract
- 2005 - Madden NFL '06 (PS2, GameCube, Xbox, 360, Win) - completed rendered assets contracts
- 2005 - Outlaw Tennis (PS2, Xbox)
- 2004 - Outlaw Golf 2 (PS2, Xbox)
- 2004 - Leisure Suit Larry: Magna Cum Laude (PS2, Xbox, Win)
- 2003 - Disney's The Haunted Mansion (PS2, Gamecube, Xbox)

Non-Game:

- 2010 - MitraClip eValve Trainer (medical trainer) (Win)

Published Tools:

- Looking Glass SDK - SDK for the HoloPlayer One and Looking Glass displays
- Hypercube - SDK for the Volume volumetric display
- Tiled To Unity - C# asset pipeline for Tiled (mapeditor.org) to Unity3D engine
- LFA Engine - C++ multiplatform 2D game engine (iOS, Win, Android)
- LFA Scene Manager - MEL open source art pipeline and toolset from Maya to Ogre3D engine
- ButtonGUI - C++ simple open source GUI library for Ogre3D engine