




# Atlas Gonzalez

Technical Artist

Pronouns: They/Them

## Contact

 (+46) 72 713 24 76

 [altdelo@protonmail.com](mailto:altdelo@protonmail.com)

 [www.linkedin.com/in/atlas-gonzalez/](http://www.linkedin.com/in/atlas-gonzalez/)

 Malmö, Sweden

 [www.atlasgonzalez.com](http://www.atlasgonzalez.com)

## About me

I'm a very **curious** person who is always **experimenting and learning** new things. **Solving problems** is one of the best things, which is why I love creating **tools**. It is also extremely fun to make someone's life easier with a tool. But im also a very **creative person** who loves art in multiple different mediums, so **VFX** is something I love creating!

And this is bascially why I choose to become a Technical artist.

## Education

○ **2023 - Now** (Until begining of 2025)

The Game Assembly

### Technical Artist

Secondary education with a focus on technical artists Working with other disciplines on creating games. Working with VFX, shaders, rigs, and tools. More in-depth technical artist as a role and only focus. Here is what i got to explore several Technical Art areas.

○ **2018 - Now** (until Spring 2025)

Blekinge Institute of Technology

### Technical Artist

Bachelor with a focus on digital game development Creating games within your own engine involves creating 3D assets, animations, and tools. General education on all parts of game development and academic writing. My research paper was called "Queer and Games" and was about queer game development as well as queer representation in games. I am writing my master thesis in the summer of 2024.

## Experience

○ **Sep 2024- 2025 Jan**

Thunderful, Malmö

### Technical Artist Intern

Working on a Steam World game that is get to be realised. The game was developed in Unity, where the game is going to be relased on switch. I and the studios Tech Artist built up master VFX shaders and master VFX systems. Besides that I created VFX effect for different part of the game.

○ **Jun 2022 - 2023 Jun**

Webhelp Telenor, Distance

### Technical Support

I provided customers with technical support, mainly for internet and TV problems. Dealing with customers in an efficient and polite manner. I actively wrote to my colleagues to keep everyone engaged and help each other since my whole team worked from home. Problem solving was a big part of my job—finding the best solution for the customer, even if sometimes there was not a perfect solution for them.

## Skills

C++	Unreal Engine
C#	Unity
Python	Photoshop
HLSL	Maya
Qt	Houdini
	Substance Designer
VFX	
Shaders	
Tools	

## Achievements

### King & Swedish Games Industry Scholarship

Current 9 month program

### Sweeden Non-binary Association

Facebook and Game Coordinator

### Queerty Safe Space Event

Coordinator, BTH Student Event

## Languages

Swedish (Fluent)

English (Fluent)