

Mariano Merchante

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Contact	<i>Phone:</i> (215)(951)(3316) <i>Email:</i> merchante.mariano@gmail.com
About	<p>Passionate about Computer Graphics, Game Development, Procedural Content Generation and any technology that can create virtual worlds and stories. My aim is to develop and communicate in both technical and artistic aspects of these fields.</p> <p>A video with some of my work can be found here.</p>
Education	<p>University of Pennsylvania September 2016 - Current <i>MSE, Computer Graphics and Game Technology</i> Expected Graduation: 2018</p> <p>Instituto Tecnológico de Buenos Aires August 2008 - July 2014 <i>Software Engineering</i></p>
Awards	<p>Jorge y Maria Rosas Fellowship 2016 Received the Beca Jorge y Maria Rosas, a full tuition fellowship awarded by Instituto Tecnológico de Buenos Aires to study a Master's Degree at the University of Pennsylvania.</p>
Talks	<p>Exposición de Videojuegos Argentina 2015 2015 Gave a talk about art asset pipeline, tricks and visual effects for mobile game development at EXPOEVA 2015. (Slides)</p>
Work Experience	<p>The following is my work experience at Dedalord, an independent game development studio focused mainly on mobile freemium games, located in Argentina.</p> <p>Zombie Squad 2015 - 2016 Worked as Product Owner/Game Producer for Zombie Squad, released for iOS, Android and Web. Some of my responsibilities included being a mediator between a team of 10 and the publisher, coordinating the team. I also contributed to game design, art direction and did all the visual effects.</p> <p>Intensa-Mente Emociones Revueltas (Android) 2015 Worked as Game Producer/Technical Artist for Disney Latino's Intensa-Mente Emociones Revueltas. Led a small team and worked on gameplay, visual effects, asset pipeline integration and some game design. More info</p> <p>Party of Heroes (Android, iOS, Web) 2013 - 2015 Worked as Game Developer/Technical Artist on visual effects, graphics programming, gameplay, asset pipeline integration, optimization, UI and backend. Official Trailer</p> <p>Skiing Fred (Android, iOS) 2012 - 2013 Worked as Game Developer/Technical Artist on graphics programming, visual effects, optimization, UI and gameplay. Also did artistic tasks such as modeling and texturing assets and effects. Skiing Fred won Indie Prize Showcase Award 2013 Best Mobile Game. Got featured on Tegra-Zone for developing and supporting optimized graphics for NVIDIA's Tegra 4.</p> <p>Various projects 2014-2016 Contributed to multiple projects inside the company, mostly related to technical art and asset pipeline. Contributed to the following shipped games: Messi Runner (Trailer), Finding Dory's Escape from the Touch Pool, Zootopia's Just In Time, Falling Olaf and Running Fred.</p>
Academic Experience	<p>The following is my academic experience at Instituto Tecnológico de Buenos Aires (ITBA).</p> <p>Assistant Professor - Computer Graphics 2015 - 2016 Teaching, preparing, grading and giving lectures in a Computer Graphics course. Topics included raytracing, Monte Carlo path tracing and realtime rendering techniques.</p>

Assistant Professor- Game Development 2015 - 2016
Teaching and giving lectures in a Game Development introduction course.

Assistant Professor - Final Project 2014 - 2015
Assisted a student group on their Kinect final project in which the user used the full human body to interact with sound.

Personal Projects

Some of my personal projects include:

Instance Along Curve ([Demo Video](#), [github](#)) Maya, Python
Maya API plugin developed with Python that tries to simplify the process of instancing various objects along a curve.

Singular Journey ([Gameplay Video](#)) Oculus Rift, Unity 3D, C#
An exploration/puzzle virtual reality game focused on atmosphere and visuals, designed to be played with the Oculus Rift. Participated in the VRJam 2013 from Oculus VR.

Ars Mobilis ([TV Interview](#)) C++/OpenNI for Kinect
A Kinect based hand painting application. Also implemented a crude method to recognize open/closed hand. Showcased on national TV and ITBA's stand on a TEDx event in Buenos Aires.

Related Qualifications

Main qualifications: C/C++, C#, OpenGL, Unity, Maya, Cg/GLSL. Strong emphasis in the artistic use of these tools.

Programming Languages: C/C++, C#, Java, MEL, Python, Octave/Matlab, Javascript.

Libraries: Maya API, OpenGL ES, OpenGL, OpenCL, OpenNI, SDL, Qt.

Tools: Maya, Redshift3D, mental ray, Arnold, ZBrush, Photoshop, After Effects, L^AT_EX, SVN, Git, JIRA.

Art: Lighting, rendering, composition, modeling, texturing, rigging and digital painting experience. [Portfolio Link](#)

Miscellaneous

Colegio Menor San Francisco de Quito 2007
Gave a short 6 week lecture to fellow students on basic Autodesk Maya skills as extracurricular work in my High School.

Promotions Chair - Colegio Menor San Francisco de Quito 2007
Organized the communication of school events as member of the Student Council.