

# Miguel Hervás

## TECHNICAL ARTIST

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Versatile Technical Artist with 20 years of experience in the CGI industry, including 9 years as a CGI Generalist and 11 years as a Technical Artist.

Worked across AAA games, feature films and television. Leverage expertise in multiple game engines, production workflows, and programming (HLSL, Python, C#) to deliver high-quality, performant visuals.

Known for creative problem-solving, adaptability, and a strong learning mindset to stay ahead of evolving tools and pipelines.

### Top Skills

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**GAME ENGINES:** Unreal Engine, Unity, CryEngine  
**PROGRAMMING:** HLSL, MAXscript, Python, C#  
**3D:** 3ds Max, V-Ray, Corona, ZBrush, Houdini  
**2D:** Substance Designer, Substance Painter, Adobe Photoshop, Adobe After Effects, Adobe Premiere

### Languages

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**Spanish:** Native  
**English:** Proficient  
**Portuguese:** Basic

### Experience

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#### Jan 2022 - Present

#### Technical Artist | **Black Shamrock**

##### *Unannounced AAA Title*

- PCG implementation work.
- Material authoring.
- PCG tools development.

##### *The Elder Scrolls IV: Oblivion Remastered (PS5, Xbox, PC)*

- Implemented tools such as a procedural dressing tool, a game-map creation tool, and a mesh-to-Nanite conversion tool.
- Asset validation and bug fixing.

##### *The Outer Worlds: Spacer's Choice Edition (PS5, Xbox, PC)*

- Authored materials in Unreal Engine, ensuring high-quality visuals and cohesive integration with the game's aesthetic.
- Created and implemented tools to automate repetitive tasks, improving efficiency and reducing production times.
- Collaborated with the development team to identify and solve performance issues; supported bug-fixing efforts.

#### Oct 2017 - Dec 2021

#### Technical Artist | **Vtime Ltd**

- Contributed to the development of one of the first Virtual Reality social networks.
- Contributed to the development of a Virtual Reality

game.

- Specialized in shader coding (HLSL) and problem solving; heavily involved in R&D.
- Partnered with the Art team to create FX, materials (Substance Designer), Houdini solutions, and assets.
- Introduced new techniques and tools that improved workflow and significantly reduced production time.

**Nov 2015 - Oct 2017**

**3D Artist | Tanahill Reay Ltd**

- 3D modelling, texturing, and rendering of high-quality images for nuclear energy and retail, producing detailed catalogues and marketing materials.
- Developed a virtual reality coffee shop in Unreal Engine.

**Feb 2012 - May 2015**

**3D Artist | Blueprint.tv**

- Led a small team on a complex project for a safety work environment video.
- Developed visual effects, particle systems, modelling, and animations for promotional and corporate videos.

**Sep 2011 - Nov 2011**

**Wrangler & Lighter | Pixomondo**

*Hugo (feature film)*

- Contributed to final production for “Hugo” (Martin Scorsese), which received five Oscars including Best Visual Effects.
- Managed render farm and lit CGI shots to match virtual and live-action environments.

**Feb 2011 - Aug 2011**

**Freelance 3D Artist | Crystal CG International**

- Produced underground advertising for the 2012 Olympics.
- Modelled Wimbledon Tennis Courts for interactive BBC broadcast cuts.

**Feb 2008 - Feb 2010**

**3D Artist | IdeAndCompany**

- Architectural visualization and promotional videos integrating VFX and live-action footage into digital environments.

**Jul 2006 - Dec 2010**

**Freelance 3D Artista | EIBOL Producciones S.L.**

- Delivered various audiovisual content projects and animation for TV shows.

## Education

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- 2021 - CGMA: Procedural Modelling for Production in Houdini
- 2016 - Mastering V-Ray (online course), Grant Warwick
- 2016 - Mastering Lighting (online course), Grant Warwick

- 2009 - ZBrush course, Aula Temática
- 2007 - Graphic Design with AutoCAD course, IMEFE
- 2006 - Graphic Design course, IMEFE
- 2006-2009 - Virtual Design, Istituto Europeo di Design (incl. one-year exchange with School of Visual Arts, New York)
- 2003-2006 - Two years of Computer Science, Universidad Pontificia de Salamanca

## Awards

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- Winner – Best Game Award, Madrid Global Game Jam 2010 (“Maniac Monkey”).
- Winner – Best Game Award, UPM 2009 (“Level 1”).