

Raül Pla Ruiz

Technical Artist

Technical artist with three years of experience, **expert on shader programming, VFX creation with Houdini and creating custom tools for artists.**

CONTACT



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STUDIES

2017 - 2019 Technological baccalaureate
Jesuites Bellvitge,
Hospitalet de Llobregat

2019 - 2021 Certificate of Higher Education in 3D Animation, Games and Interactive Environments
ENTI-UB, Barcelona

SOFT SKILLS

- Agile and productive under pressure
- Strong knowledge of the creative, artistic and game development processes
- Knowledge about game optimisation for mobile platforms.
- Very proactive working in teams, always wanting to share and learn
- Good at analyzing and solving problems

LANGUAGES

Spanish, native
Catalan, native
English, advanced

WORK EXPERIENCE

Intermediate Technical Artist & VFX Artist
November 2022 - November 2025, Coatsink (Freelance)

Main tech artist on the cancelled Desolation project and the upcoming Men In Black: Most Wanted release. Tech artist and VFX artist on the unannounced and upcoming 'Project G', where **I created various shaders and visual effects produced with Houdini** for the environment and interactive elements. At Coatsink, **I led the graphic development of projects by creating shaders from scratch in HLSL and by modifying Coatsink's custom render pipeline or Unity's Universal Render Pipeline with my knowledge of C#.** I also **created tools** to facilitate and speed up the creation of assets for Unity **with custom scripts for 3DS Max using MaxScript and Substance Painter using Javascript, QML, GLSL, and C# scripts for Unity.**

PUBLISHED GAMES

Project G
Coatsink - 2026

First-person adventure and exploration Unity game project for Meta Quest 2/3, for which **I created various shaders, many of the game's particles and VFX using Houdini.** The shaders and particles I made bring the environment props and characters to life.

Men In Black: Most Wanted
Coatsink / Sony Pictures VR - 5th of December 2025

Unity project for a first-person shooter adventure game for Meta Quest 2/3. **I was the tech artist for the project, creating and modifying most of the main shaders and laying the foundations for the game's visual style.** The tools and shaders I made for Substance Painter **saved artists time by allowing them to preview how the assets and characters looked with the game's stylised shading** and to **create variations in skin tones for personalizing the player avatars and NPC's variants with a single set of textures.**

Blow-Up: Avenge Humanity
Half Sunk Games - 2026

First-person shooter Unity game project for PC. I created all the shaders and post-processing effects for the project. The über shaders I made are what give the game its retro look. The post-processing effects help people with vision problems and enhance the retro style.

TOOLS AND TECHNOLOGIES

- Expert in Unity, shader programming with Shaderlab/HLSL/GLSL, render pipelines, compute shaders and scripting with C#.
- Proficiency with Blender, 3DS Max, Houdini, scripting in Substance Painter, Substance Designer, and Adobe Photoshop.
- Intermediate knowledge of Godot, Unreal Engine, Git, SVN, Adobe After Effects, Zbrush, Maya, Embergen, Maxscript, Jira and Microsoft Office.