

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



Hospitalet de Llobregat,
Cataluña



(+34) 653 80 12 33



raul.plarui@gmail.com



raul-pla.xyz

STUDIES

2017 - 2019 Technological baccalaureate
Jesüites 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

Technical Artist & VFX Artist

November 2022 - November 2025, Coatsink

Main tech artist on the cancelled Desolation project and the Men In Black: Most Wanted game. Tech artist and VFX artist on the Skytail project, 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

Skytail

Coatsink - 2026

First-person adventure and exploration Unity game project for Meta Quest 2/3, for which I created various shaders and many of the game's particles and VFX using Houdini and Substance Designer. 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#.
- Profficiency 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.