ALVARO SANINT

Miami, FL 33132 | Phone: 786-277-8282 | Email: asanint@stereoscopik.com | stereoscopiK.com

3D PIPELINE ENGINEER & XR CONSULTANT

3D Pipeline Developer with exemplary expertise facilitating workflows for 3D creators, connecting solutions together for design platforms/applications, and developing pipelines and Augmented Reality solutions for revered clients. Strong capacity to collaborate with software engineers, architects and product owners to create first-class solutions and drive collective growth. Known for creating cutting-edge, leading design elements including 3-D imagery (for brands such as Reebok, Fender Guitars, Vans, UGG, Timberland, North Face), animation/rigging tools (for clients such as Reallusion, Microsoft Game Studios, Curious Pictures, THQ and Nickelodeon Studios), movies, videos, and commercials. Well-versed in writing tools for 3D modeling and animation software (Maya, Modo, Cinema4D) and python/C# development. Accustomed to multitasking to hit deadlines. Fluent in English and Spanish.

PROFESSIONAL HIGHLIGHTS

- Guest Speaker at Demand Solutions MIAMI: Presented AR prototypes showcasing Augmented Reality for Training and Healthcare.
- Showcased by Adobe's Customer Success Team in Adobe's website.
- Awarded the Faculty of the Year Award at the respected Miami International University.
- Unreal Authorized Instructor Partner for Epic Games
- Lectured on Web VR Environments at seminars for the Virtual Reality Research Group.
- Collaborated in the Museum's animated walkthrough production and served as Art Director.

EDUCATION

Master of Fine Arts in Computer Animation: Miami International University, Miami, FL

Bachelor of Fine Arts in Industrial Design: University of Pontificia Bolivariana, Medellin, Colombia

TECHNICAL SKILLS

Hardware/Software: 3D Studio Max, Maya, Rhino, Fusion 360, Keyshot, Vray, Iray, Redshift, Arnold, Nuke, Unreal Engine 4/5, Unity, Photoshop, After Effects, Illustrator, Substance Painter, Marmoset, WebGL libraries, gltf_pipeline, Jenkins, Hoverfly, Node.js, invoke, AWS (E2, S3, Lambda, SMS, Cloudwatch)

Languages: C#, C++, Python, PHP, UE4 Blueprints, JavaScript, MEL, HTML, CSS, MaxScript

Gaming Development, Virtual reality Tools: UE4, ARKIT, Unity

PROFESSIONAL EXPERIENCE

NIKE – Portland, OR   2021 – Present
3D Pipeline Engineer
Implemented cloud solutions to manage & deploy pixel streaming applications

- Communicated with stakeholders to understand business initiatives, set roadmaps, and determine software requirements
- Used Scrum Agile Methodology during development cycles (Daily Scrum Meetings, Planning Poker, Sprint Backlog, 1on1 meetings)

ConfigureID – Oakland, CA   2020 – 2022
Lead 3D Pipeline Engineer
Developed 3D pipelines using Python, C++, Javascript & MEL, helping clients improve or stablish conversion workflows for realtime display of high resolution assets

- Developed Vray to GLTF conversion pipeline to be used with thousands of 3d assets
- Led the design and implementation of optimization and management pipelines for well known brands including, Fender Guitars, Luxottica & Adidas

Miami Dade College – Miami, FL   2017 – 2021
VR & AR Consultant
Spearheaded and strategized developments for educating a large student body on augmented reality tools and techniques and medical training applications. Acted as subject matter expertise in the field offering insight to juniors and managing teams of students to support exceptional rollouts of latest developments.

- Developed AR/VR Curriculum for the certificate program in Virtual and Augmented Reality offered by the School of Engineering.
- Presented Augmented Reality alternatives in education to Governor Rick Scott while visiting Miami Dade College Campus
- Supervised the development of "Amazonia", a VR experience for the Museum of Tomorrow in Brazil.
- Managed a team of 25 students while developing "The Berlin Wall", an AR/VR experience.
- Developed medical training application in UE4 for the School of Medicine
- Authored Augmented Reality applications for Microsoft Hololens used to assess Competency Based Education (CBE) outcomes across 4 different programs.

Jaibana Studios Inc. – Miami, FL   2002 – Present
CTO/Co-Founder
Presided over cutting-edge database driven web applications and supported the rollout of custom animation/rigging tools for clients such as Reallusion, Microsoft Game Studios, Curious Pictures, THQ and Nickelodeon Studios. Developed a backend pipeline for 3d content export required by the online Fluid Configurator (Currently being used by Reebok, Vans, UGG, Timberland, North Face, Franklin Gloves, Fender among others). Supervised the creation of hundreds of configurable 3d models for brands such as Reebok, Vans, UGG, Timberland, North Face.

- Provided daily instructional design, training, and IT support.
- Co-authored several scripts for Alias/Maya including Final Rig, and AS_ThreadsCreation (2007 most downloaded script in Highend3d.com - 92.000 downloads.
- Rigged characters for productions such as Barbie's diaries (Mattel).
- Supervised a team of 18 artists during the creation of web and TV campaigns for Digicel Group.

Stereoscopik LLC – Miami, FL   2015 – Present
Independent Consultant
Served as 3d graphics consultant for online product configurators. Rendered 3d imagery for well-known brands using Vray, Arnold and Redshift. Participated in the development of VR/AR marketing strategies for Digital Agencies including Discovery Channel.

- Created 35 mins of GFX for History's Greatest Mysteries: Titanic the Lost Evidence via Unreal Engine.
- Supervised and produced VR application and 360 photography for Perez Art Museum in Miami.

SYNQ Animation Studios – Miami, FL   2007 – 2011
CG Supervisor/Multimedia Director
Developed pipeline tools using MEL, PHP and MySQL to fulfill the studio's production requirements. Supervised the production of CG shots for feature movies including Piranha 3D, and Battle LA, and development of multiple 3d spots for well recognized brands such as Direct TV Tic-Tac, Alienware among others. Managed schedules and deadlines for a team of 25 artists and developers.

- Produced rigging solutions for movies such as Stephen King's The Mist (2007).
- Co-developed custom plug-ins and applications for companies such as Pixologic and THQ.

Miami International University of Art and Design – Miami, FL   2002 – 2021
Computer Animation BFA – MFA Instructor
Instructed students on full stack web development skills and techniques including scripting languages such as MEL, MaxScript, JavaScript and PHP. Expertly designed and delivered curriculum for Computer Animation and VFX programs and provided thought-provoking lectures on industry trends and standards

- Established exit competencies by facilitating industry related class projects.
- Applied problem-solving techniques while troubleshooting several thesis projects.