

DANIEL CANO MARTINEZ

Technical Artist — Unreal Engine 5

Environment • Lighting • Shaders • PCG

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PROFESSIONAL SUMMARY

Technical Artist focused on Unreal Engine 5, with a background in environment art, lighting, and materials. Experienced across real-time environments, shaders, optimization, and procedural workflows, including Unreal Engine PCG systems. Combines artistic production with technical problem-solving to build scalable content, optimized master materials, and streamlined pipelines that elevate visual fidelity and iteration speed on AAA and AA productions.

TECHNICAL SKILLS

Technical Art & Unreal Engine

Unreal Engine 5, Unreal Engine PCG / Procedural Content Generation, Shader Creation, Material Creation / Master Materials, Procedural Workflows, Blueprint Basics, Real-Time Graphics, Nanite, Lumen

Environment & Lighting

3D Environment Art, 3D Prop Art, Modular Environment Design, Real-Time Lighting & Mood, Composition, Set Dressing, Worldbuilding

3D Software

Blender, 3ds Max, ZBrush

Pipelines & Optimization

LODs and Optimization, Asset Pipeline Workflows, UV Optimization & Unwrapping, Lightmap Preparation, Collision Setup, Real-Time Profiling & Optimization

Texturing & Materials

Substance 3D Designer, Substance 3D Painter, PBR Texturing, Material Optimization, Quixel Megascans, Adobe Photoshop

Soft Skills

Problem Solving, Cross-Disciplinary Collaboration, Technical Documentation, Mentoring & Knowledge Sharing

PROFESSIONAL EXPERIENCE

Technical Artist — Unreal Engine 5

Mar 2026 – Present

[blit.studio](#) • Barcelona, Spain (On-site)

Technical Artist working in Unreal Engine 5 across environment production, lighting, materials, and cinematic workflows, focusing on real-time 3D environment creation and engine implementation.

- Created and implemented game-ready 3D environments and assets in Unreal Engine 5.
- Developed lighting, material setups, and cinematic sequences for real-time visual fidelity.
- Collaborated with on-site production teams to deliver high-quality real-time content.

2D/3D Artist | AI-Driven Workflows | Unreal Engine 5

Dec 2024 – Mar 2026

[Flop Work](#) • Barcelona, Spain

Multidisciplinary artist focused on Unreal Engine 5 technical art, real-time environments, optimized shaders, and procedural workflows.

- Contributed to the Manairons immersive experience for 3Cat and JanduSoft through Flop Work, working in Unreal Engine across environment, lighting, materials, and cinematic content.
- Created the Unreal Engine environment for the Sketch & Post interactive installation (La Biblioteca Fantàstica de les Bèsties) as Technical Artist and Environment Artist.
- Developed Unreal Engine 5 procedural workflows and PCG-based systems for scalable environment production.
- Created optimized master materials, custom shaders, and LOD pipelines for real-time performance.
- Built internal procedural tools and integrated modern AI-assisted pipelines to increase iteration speed and asset consistency.

3D Environment / Prop Artist

Feb 2024 – Nov 2024

[Ultimo Ratio Games](#) • Remote (Canada)

Environment and Prop Artist for the tactical FPS "Alpha Response" in Unreal Engine 5.

- Created modular environment pieces, hero props, and game-ready assets optimized for real-time FPS gameplay.
- Improved scene performance through clean topology, efficient UV layouts, and optimized material instances.
- Contributed to environmental storytelling and cohesive worldbuilding.

3D Environment Artist

Jan 2022 – Jan 2024

[Pearl Abyss](#) • Barcelona, Spain / South Korea (Remote)

Produced modular environments, props, and optimized assets for internal AAA productions using Unreal Engine.

- Built modular kits and scalable assets for large real-time environments in cross-regional collaboration (Europe/Korea).
- Improved performance of complex scenes by optimizing UVs, materials, and geometry to maintain target frame rates.
- Delivered consistent, high-quality assets adhering to strict AAA production pipelines.

3D Prop / Environment Artist (Internship)

Jul 2021 – Oct 2021

[THQ Nordic](#) – [Alkimia Interactive](#) • Barcelona, Spain

Prop and environment artist for "Gothic 1 Remake" using Unreal Engine.

- Modeled and textured polished, game-ready props matching the Gothic remake dark fantasy style.
- Created clean topology and high-quality PBR textures compatible with UE pipelines.
- Successfully integrated assets into production builds with correct collision and material setups.

Motion Graphic Designer / 3D Artist

Dec 2018 – Jul 2019

[Flop Work](#) • Barcelona, Spain

Designed animations, 3D content, and stylized assets for interactive commercial and audiovisual installations.

Maintained and updated front-end systems for gaming web products, improving performance and user experience.

PROFESSIONAL PRODUCTIONS & IMMERSIVE EXPERIENCES

Manairons — Immersive Experience / Video Game (2026) — 3Cat · JanduSoft · Flop Work

Developed as part of my work at Flop Work, contributing to the immersive Unreal Engine experience for Manairons and to environment/cinematic scenes featured in the game's official trailer. (Environment · Lighting · Materials · Cinematics)

La Biblioteca Fantàstica de les Bèsties (2025) — Layers of Reality · MEV · Flop Work

Technical Artist & Environment Artist — Sketch & Post. Created the Unreal Engine environment for the Sketch & Post interactive installation during my time at Flop Work.

Alpha Response (Video Game, 2024) — 3D Prop/Environment Artist (Ultimo Ratio Games)

Tactical FPS built with Unreal Engine 5. Created modular environments, hero props, and game-ready assets.

Gothic 1 Remake (Video Game, 2026) — 3D Prop/Environment Artist (THQ Nordic / Alkimia Interactive)

Faithful RPG remake in Unreal Engine. Produced game-ready medieval props and dark fantasy environment art.

Blendcore / Modular Master Material (Unreal Engine 5) — Creator / Tech Art (Personal Product)

Developed a modular Unreal Engine 5 Master Material system enabling infinite PBR variations via complex shader graphs.

SELECTED PROJECTS & AWARDS

Shadows of the Forgotten Realm: Realistic dark fantasy environment in UE5 inspired by Elden Ring. Worldbuilding, lighting, and mood.

Stylized Interior Environment (Gym): Real-time fighting game gym environment in UE5 and Substance Suite. **Top 50 – Adobe Substance 3D Awards 2021.**

Medieval Village: Modular real-time environment in Unreal Engine with focus on composition, lighting, and modular kit design.