Ernesto Argüello,
UE dev work examples

Guns, inventory, interaction, damaging

Drop, equip, gun info, shooting, projectile trajectory

Physics assets, mass tuning

Also, soft ref loading, loading screens, memory optimization. This was before world partition.

Metahumans, Marvelous Designer & Alembic Caches

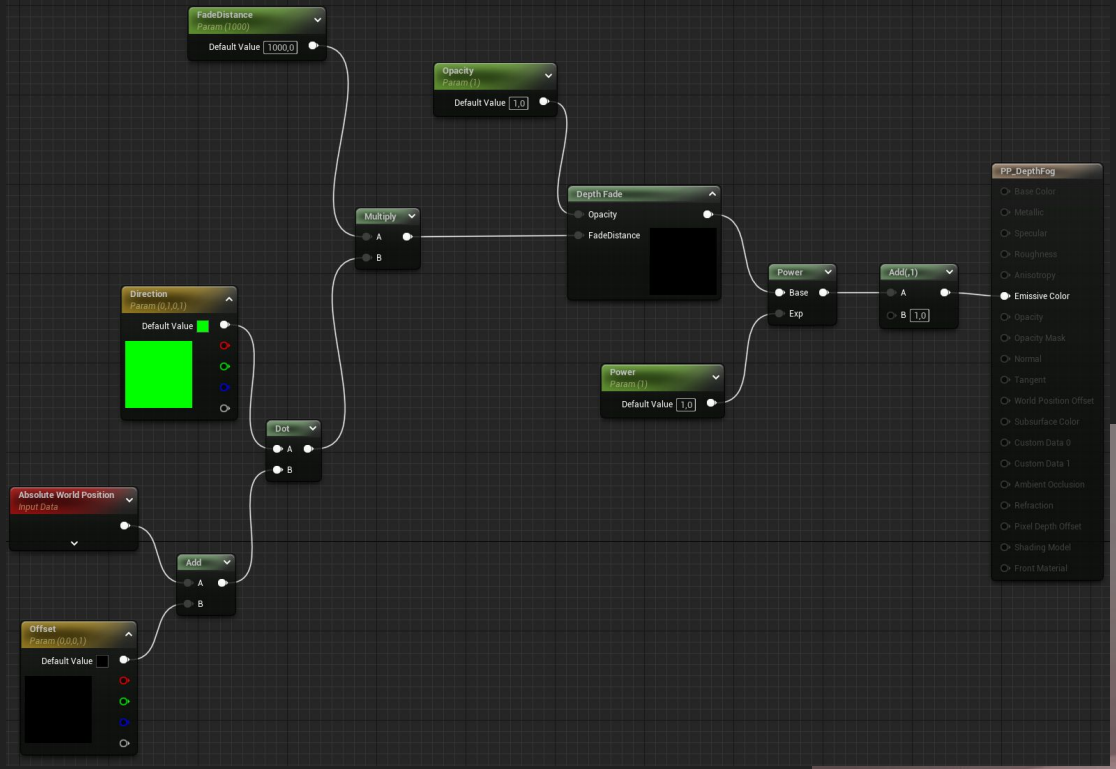
Personal portfolio work, WIP

Rendering, Pathtracing

KICKASS project! Happy little renders for an xmas themed combining a roller coaster with live web conferencing! More here.

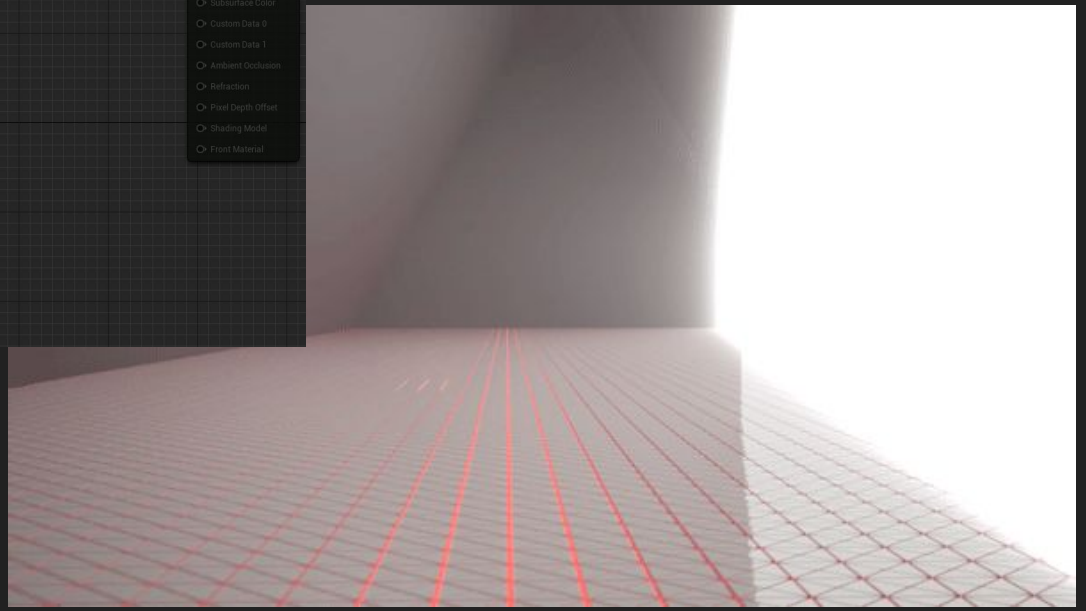
Made myself this lock screen video for my phone! All pathtraced, shapes made by me in Blender, placed randomly but seeded for deterministic renders.

Materials



Placeable & art-directable fog wall post-process material

Exposure on “threshold crossing” doesn’t change when rasterizing or raytracing; this is a pathtracer mishap.

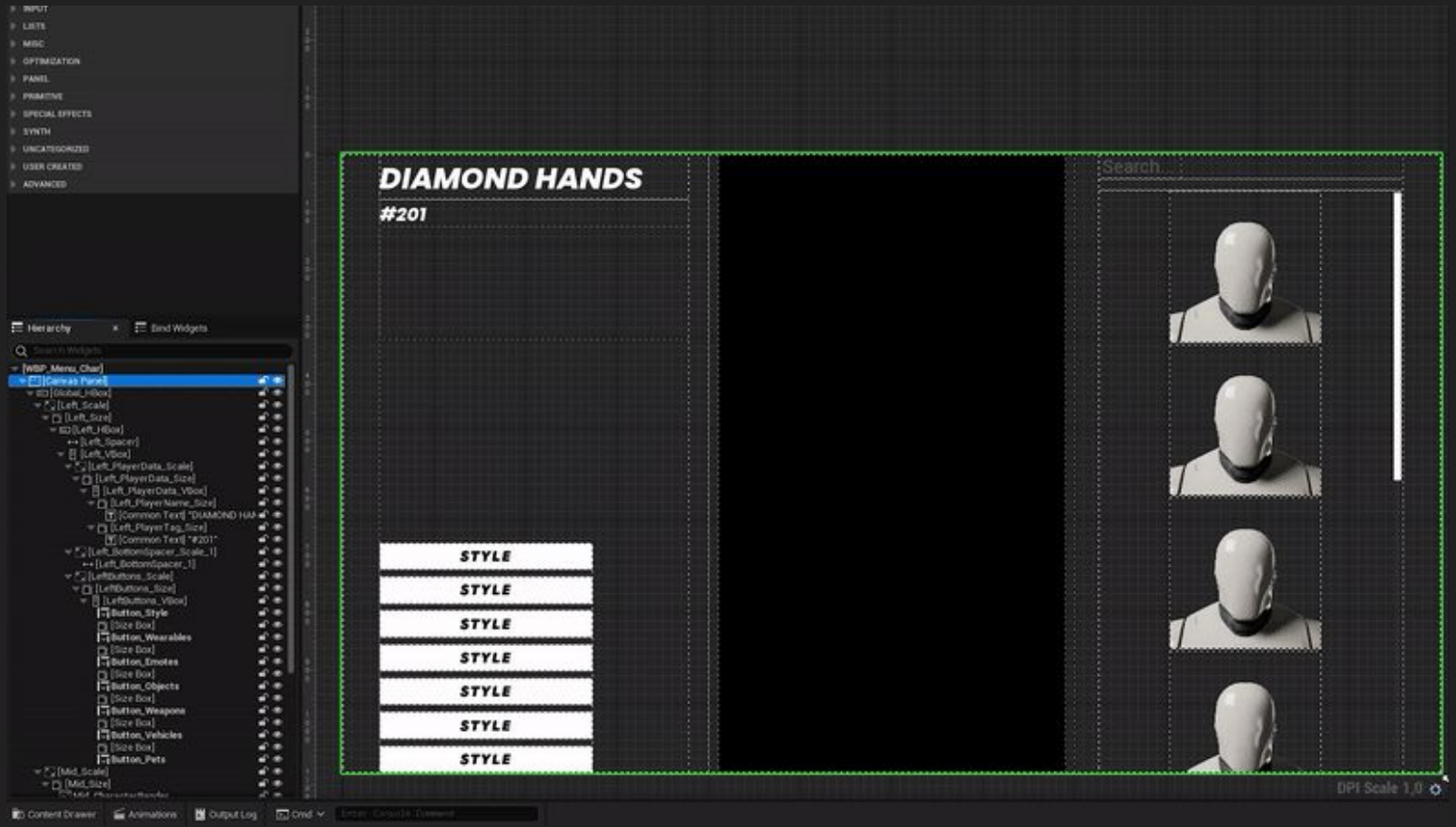


Some R&D shots

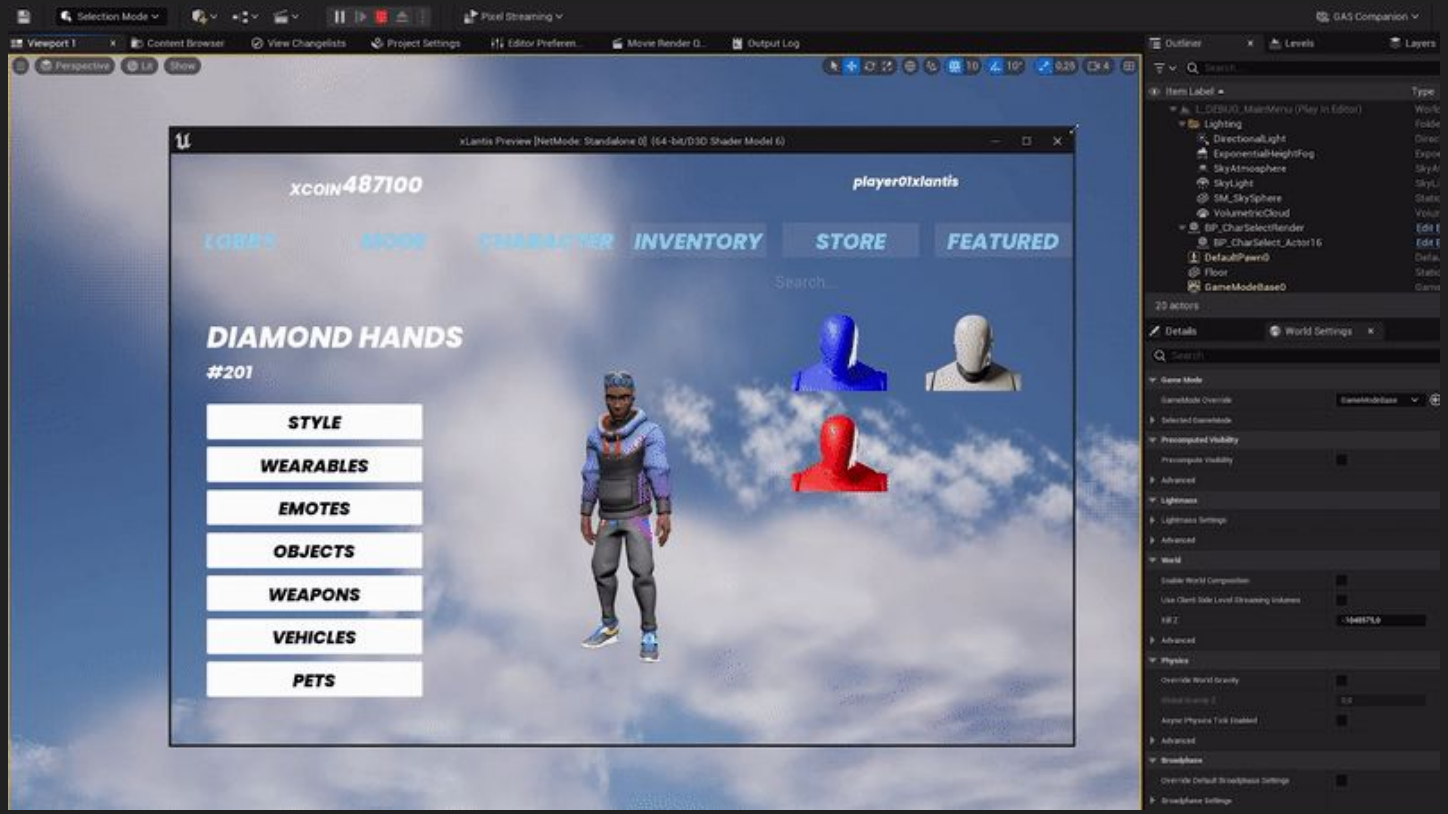
Fog wall is not in frame here, but this shot looks cool.

UI programming

Anchoring & Sectorization



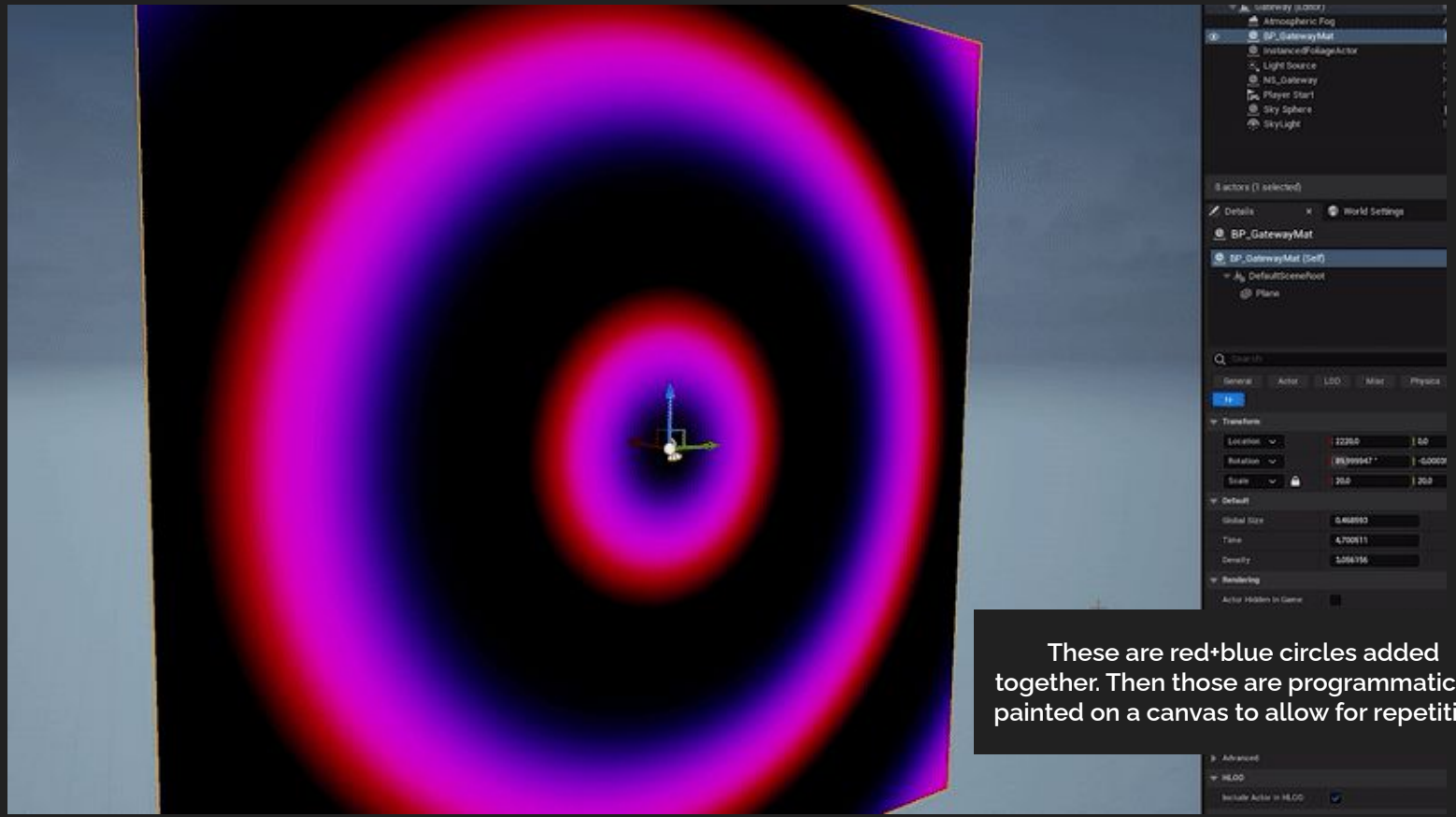
Window resizing or different devices WIP.
Care & love.



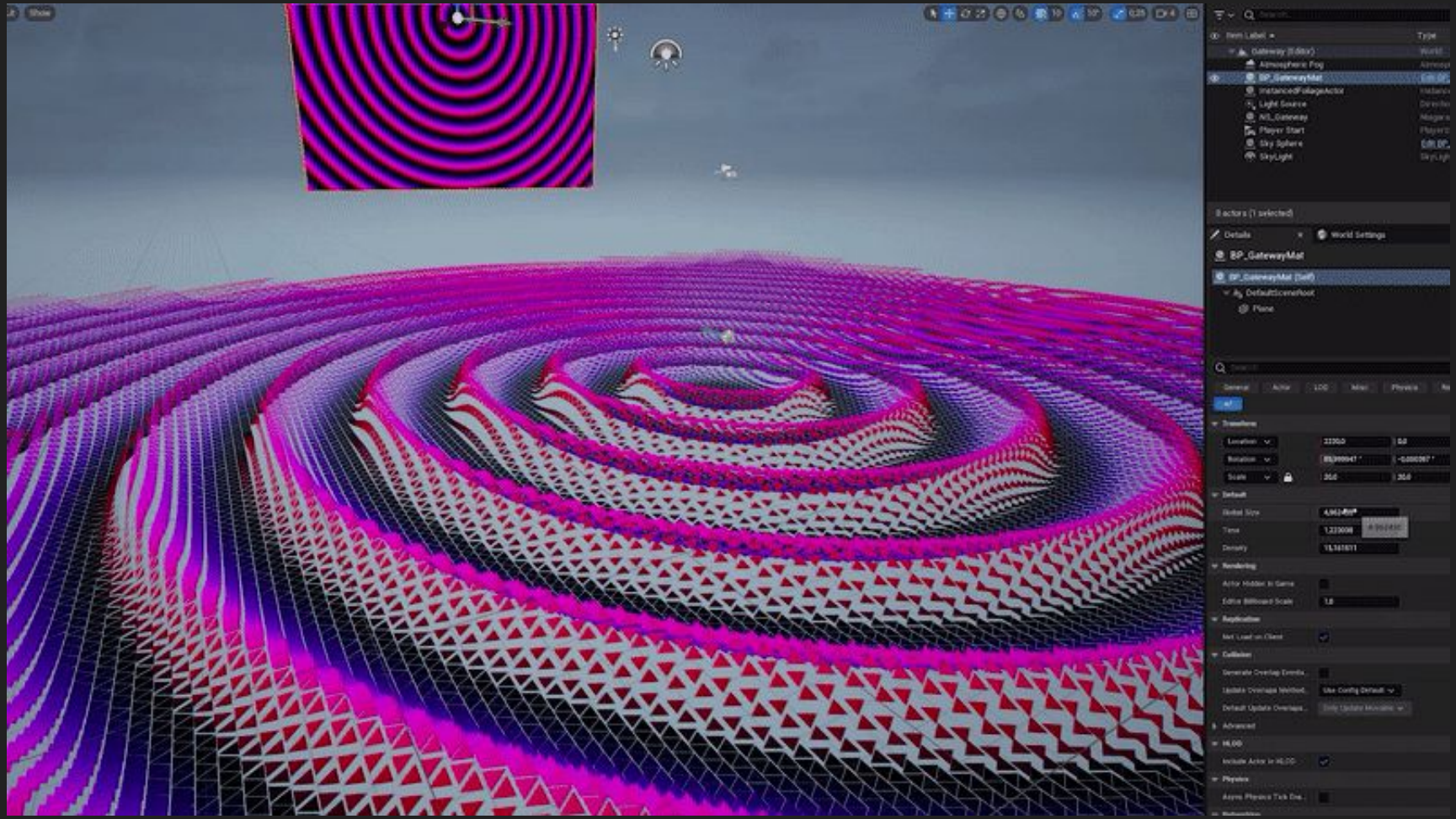
XCOIN487100
player01xlantis
LOBBY
MODE
CHARACTER
INVENTORY
STORE
FEATURED
DIAMOND HANDS
#201
AVATAR
STYLE
WEARABLES
EMOTES
OBJECTS
WEAPONS
VEHICLES
PETS

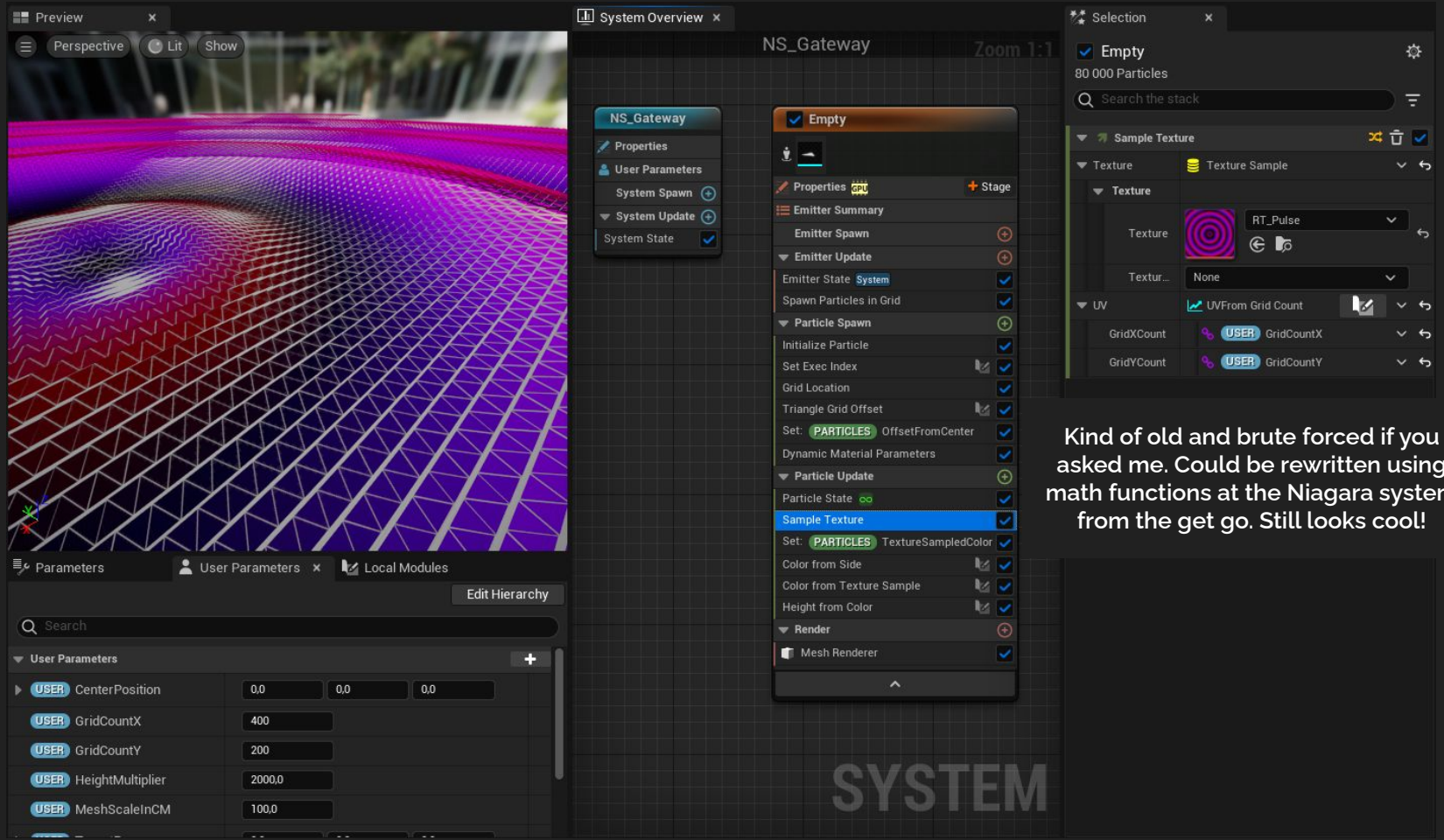
VFX & Niagara

Material that drives Niagara system



These are red+blue circles added together. Then those are programmatically painted on a canvas to allow for repetition.

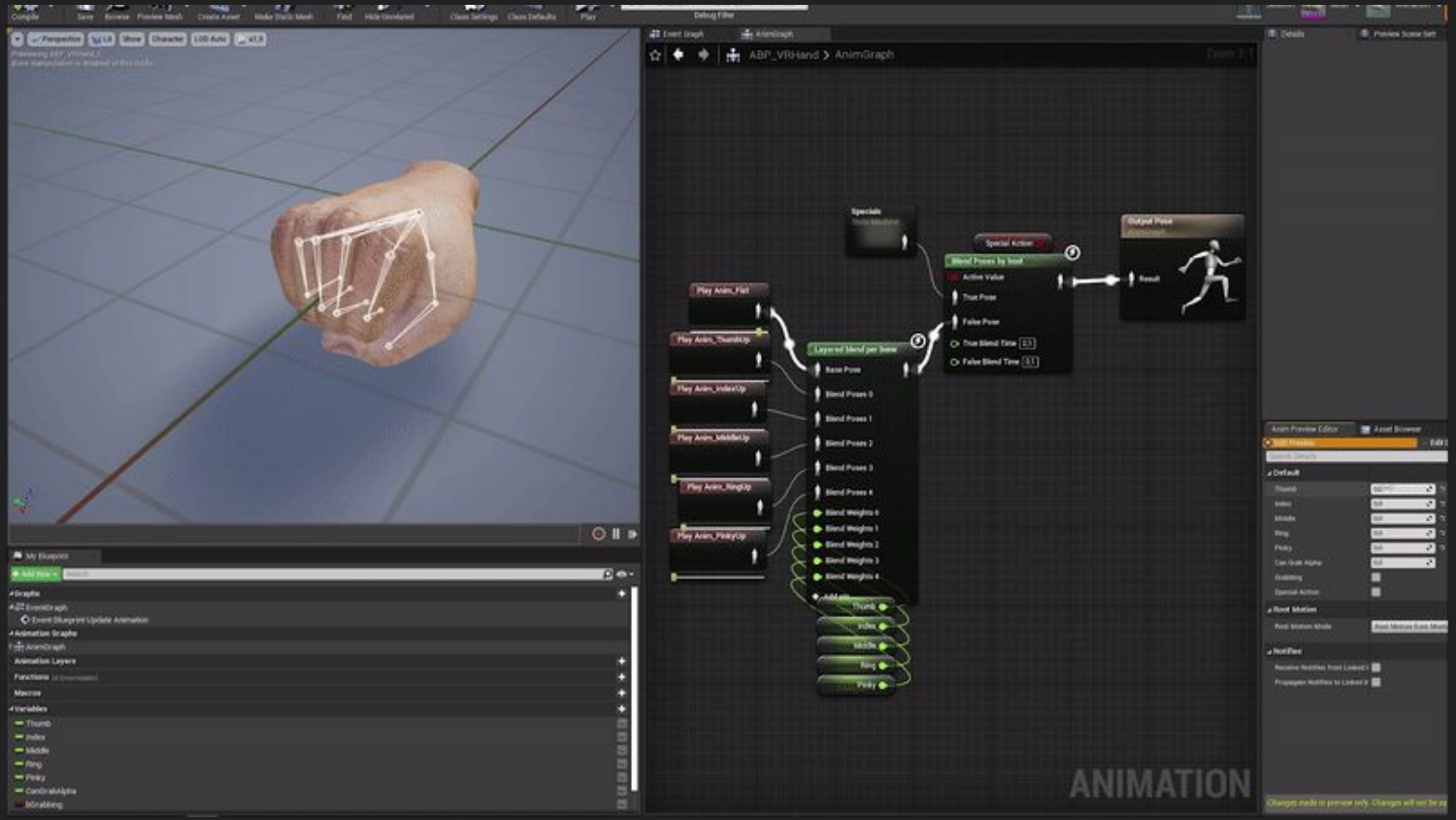

Show
Item Label
Type
Gateway (Editor)
Atmospheric Fog
BP_GatewayMat
InstancedFoliageActor
Light Source
NS_Gateway
Player Start
Sky Sphere
SkyLight
8 actors (1 selected)
Details
World Settings
BP_GatewayMat
BP_GatewayMat (Self)
DefaultSceneRoot
Plane



Kind of old and brute forced if you asked me. Could be rewritten using math functions at the Niagara system from the get go. Still looks cool!

VR development

Animation Blueprints



Press

Please don't forget to check my LinkedIn, as there are more references of my work in there, and some articles with mentions.

XLANTIS - an XMANNA Software Technologies metaverse

Leading the development team in Unreal Engine, establishing style and structure standards, and managing the Perforce server for effective collaboration. Transforming UI/UX prototypes from Figma into functional UI elements, crafting gameplay systems, and integrating API endpoints in-engine. Collaborating closely with in-house and third-party team members to ensure efficient and timely project advancement.

View

Touch OSC + Wacom Cintiq Pro tooling for Unreal Engine

Creating custom editor tools to extend editor functionality regarding stylus pens (specifically Wacom tablets), and some Touch OSC extensions to interface with the engine. Tools aimed at speeding up director's process when setting up shots or correcting keyframes.

View

T-Mobile's Santa's Stream Along

Virtual holiday amusement park ride, combining a roller coaster with live web conferencing.

Tasks included (not limited to) setting up Perforce server for the team, supervising engine workflow, organizing project folders and style, ingestion and versioning in-engine of all assets, Niagara VFX (snow), creating main sleigh system with rigged parts (including some blendspaces and automation of anims) for Sequencer animation, optimization, and in-engine tooling for team tasks like quick renders.

View

Lovebirds of the Twin Towers (Tribeca Film Festival)

Immersive VR experience for Tribeca that leads viewers through the love story of Carmen and Arturo, from their first kiss to how they survived the collapse of the buildings.

All within Unreal Engine. My tasks included (not limited to) ingestion of models and animations, creation of stereoscopic materials for VR videos, animating camera and events, and optimizing model LODs.

https://www.prnewswire.com/news-releases/lovebirds-of-the-twin-towers-premieres-at-tribeca-film-festival-301315126.html

View

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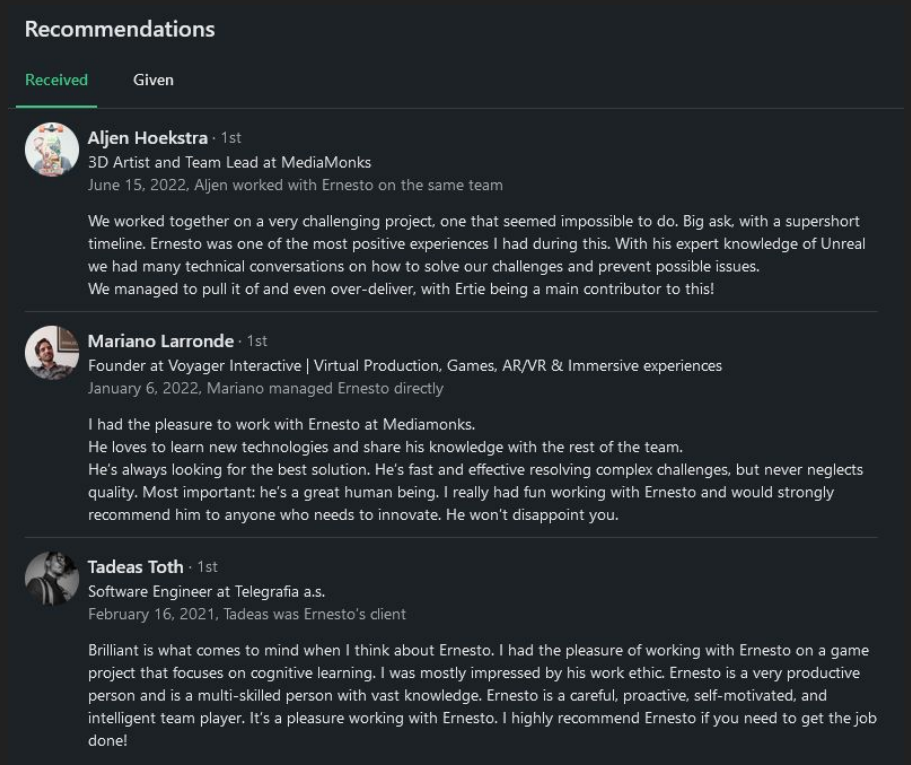

Recommendations

Received | Given

Aljen Hoekstra · 1st
3D Artist and Team Lead at MediaMonks
June 15, 2022, Aljen worked with Ernesto on the same team

We worked together on a very challenging project, one that seemed impossible to do. Big ask, with a supershort timeline. Ernesto was one of the most positive experiences I had during this. With his expert knowledge of Unreal we had many technical conversations on how to solve our challenges and prevent possible issues.
We managed to pull it of and even over-deliver, with Ertie being a main contributor to this!

Mariano Larronde · 1st
Founder at Voyager Interactive | Virtual Production, Games, AR/VR & Immersive experiences
January 6, 2022, Mariano managed Ernesto directly

I had the pleasure to work with Ernesto at Mediamonks.
He loves to learn new technologies and share his knowledge with the rest of the team.
He's always looking for the best solution. He's fast and effective resolving complex challenges, but never neglects quality. Most important: he's a great human being. I really had fun working with Ernesto and would strongly recommend him to anyone who needs to innovate. He won't disappoint you.

Tadeas Toth · 1st
Software Engineer at Telegrafia a.s.
February 16, 2021, Tadeas was Ernesto's client

Brilliant is what comes to mind when I think about Ernesto. I had the pleasure of working with Ernesto on a game project that focuses on cognitive learning. I was mostly impressed by his work ethic. Ernesto is a very productive person and is a multi-skilled person with vast knowledge. Ernesto is a careful, proactive, self-motivated, and intelligent team player. It's a pleasure working with Ernesto. I highly recommend Ernesto if you need to get the job done!

Kind regards,
Ernesto (Ertie) Argüello.