Arthur Balboa

Technical Artist / Computer Scientist

Portfolio: artbalboa.com

Profile

As a computer scientist with a passion for art, I was deeply involved with computer graphics in university.
With a special interest in shading, proceduralism, VFX and physically-based rendering, I developed a real-time hair aging method (in collaboration with M. Walter).
The research paper of our system was accepted at SIGGRAPH ASIA 22, where I had the pleasure to present our work.

Skills

Programming

Languages	C, C++, Python, GLSL, HLSL
Graphics API	OpenGL

Tech Art

Game Engine	Unreal Engine 4 / 5
DCC	Maya, Substance Painter, Houdini

Experience

Undergraduate Research Assistant - CG Lab	Federal University of Rio Grande do Sul (UFRGS)
Jan 2018 to Dec 2018	Porto Alegre, RS, Brazil

Publications

A Biologically Inspired Hair Aging Model	Journal Track **SIGGRAPH ASIA 2022**

Education

Federal University of Rio Grande do Sul (UFRGS)	Bachelor of Computer Science
Porto Alegre, RS, Brazil	July 2016 to Dec 2021
Einsenhower High School	Exchange Year
Wichita, Kansas, USA	Aug 2013 to May 2014

Languages

Portuguese(Native), English (Fluent), Spanish(Intermediate).

Contact

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