

# Henrique Lorenz Rente

## Unreal Engine TD

1080 Pacific St, Vancouver BC - Canada

E-mail: [henrique.rente@gmail.com](mailto:henrique.rente@gmail.com)

Phone: +1 236 863 0403

Showreel: <https://www.henriquerente.com/>

I am a Brazilian-Portuguese dual citizen who is proficient in Unreal Engine, employing it from pre-visualization to ICVFX in cinema.

Having worked on Netflix series and feature films, I have a proven track record of implementing cutting-edge technology, maintaining and instructing on industry standards for high-performance real-time environments in Unreal Engine, also leading pre-visualization efforts across a variety of projects, facing technical and creative challenges with a positive attitude and great respect for the power of collaboration.

---

## Employment

**Unreal Engine Technical Director and Pixera Operator // Scarab Digital - Vancouver, Canada 2024 — Present**  
Unreal Engine environment art supervision, direction of Scarab's ICVFX deployments (*Fire Country S03* and *Alert: Missing Persons Unit*), pre-visualization services, and operation of Pixera servers for PMP sets.

**Unreal Engine Developer // Netflix's Senna - São Paulo, Brazil 2023**

By request of the show's technical director, I developed a bespoke tool integrating Unreal Engine and PRS Racing Simulator actuators, syncing virtual environment movements in an LED volume with a motion base.

**Virtual Production Technician and Unreal Engine Operator // Bradesco Bank WG24 - Osasco, Brazil 2023**

Using Smode and Unreal Engine, I co-developed and operated an ICVFX stage with live set extension, LED walls and robotics for a live-streamed event. I also optimized multiple environments and implemented interactive AR triggers via OSC and MIDI.

**Unreal Engine Technical Artist & Virtual Production Technician // Quanta - São Paulo, Brazil 2022 — 2023**

- Assisted in the development of Quanta's LED stage, Perforce Helix Core infrastructure and ICVFX pipeline;
- implemented real-time mocap pipelines with Unreal Engine and Optitrack in Anderson Spider Silva (2023);
- developed and operated real-time previs tools in *A Dog's Will 2* (2024);
- set-dressing and optimization of environments and assets in Unreal Engine for multiple projects.

**Unreal Engine Environment Art and Lighting // Drops + Nívea Soares live performance - São Paulo, Brazil 2022**

Set-dressing, lighting and rendering in Unreal Engine for concert visuals synced to a live performance.

**Assistant Professor // University of Hertfordshire, EBAC Campus - São Paulo, Brazil 2022**

Taught Unreal Engine blueprint programming, shader development, real-time/baked lighting and level design. Held game design workshops, taught 3D asset development best practices for game engines, and assisted student projects.

**Computer Graphics Intern // Fundação Padre Anchieta, TV Cultura - São Paulo, Brazil 2021**

Summer internship where I edited lower thirds, snipes and idents in After Effects and Premiere Pro, also modeled/textured 3D assets.

## Education

**Bachelor of Arts in 3D Game Art & Design // University of Hertfordshire 2018 – 2022**

First Class Honors, class representative.

## Skills

Unreal Engine, Blueprints, Real-time Lighting, Unreal Sequencer & Rendering, Pre-visualization, Virtual Cameras, Motion Capture, Virtual Production, Perforce Helix Core, Smode, Pixera, Autodesk Maya, Zbrush, Substance Painter, After Effects, Photoshop, Premiere Pro, Game Development.

## Languages

Cambridge C2 English Proficiency - Fluent, PHD & Business.

Native Portuguese speaker

Intermediate Spanish speaking/writing