Samani Estrada Ramos

Unreal Engine cinematic artist, VFX artist and film editor

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Experience

2025 to now

Senior Cinematic Artist

Room8 Group

– Create and animate in-engine cinematic cameras for an unannounced AAA branching-narrative horror game, using advanced Sequencer workflows in Unreal Engine 5.
– Keep sequences consistent with the style guide and technical quality bar.
– Manage feedback and revision cycles in ShotGrid and Jira within a large remote production pipeline.

2023 to 2025

Unreal Engine Generalist

Universal Production Partners (UPP), Prague

– *Moana* (2026), Walt Disney Studios: previz and postviz, camera animation, materials, foliage, ocean and optimisation; adapted Ultra Dynamic Sky to production needs.
– *OffTheGrid* early access trailer (2024), Gunzilla Games, directed by Neill Blomkamp: layout, environments and tech art.
– Environments, layout, camera setup and Sequencer; Material Editor and shader work; animation.
– MetaHuman pipeline, MetaHuman Animator and mocap cleanup; path-traced rendering for cinematics and previz.
– Blueprints and procedural generation including Houdini Engine; built in-house tools to speed up composition.

2022 to 2023

Real-Time VFX Artist

Batfields s.r.o., for CI Games

– Created real-time VFX in Unreal Engine 5 for *Project Survive*, a first-person survival horror game, in gameplay and cinematic sequences.
– Troubleshot errors and optimised the VFX pipeline; developed in-house tools for composition.

2017 to 2018

Junior Compositor and TV Editor

Production for Canal 13, Colombia

– Multicam editor and compositor on the children's series *Un Bosque Encantado*: 2.5D environments, chroma keying, rotoscoping, VFX and colour in After Effects.

Selected film editing

2022 — **Please Rise** editor, short film, FAMU. Official selection, Camerimage 2023

2022 — **Gloria** editor, stop-motion short. Best Animated Short, BOGOSHORTS 2022

What's for Dinner? editor, documentary. Selected, Ji.hlava International Documentary Film Festival

2017 — **Into the Woods** writer and director, horror short. Selected, Equinoxio Student Film Festival

Education

2019 to 2022

MA, Montage and Dramaturgy for Film and Digital Cinema

Academy of Performing Arts in Prague (FAMU)

2013 to 2017

BA, Film and TV Directing

National University of Colombia, School of Film and TV

Tools and languages

Unreal Engine 5 (Sequencer, Niagara, Material Editor, Blueprints, MetaHuman, Path Tracer), Houdini, Blender, Nuke, After Effects, DaVinci Resolve, Avid Media Composer, Premiere Pro, ShotGrid, Jira

Spanish (native), English (fluent), French (fluent)